



DES-3326
24-Port Fast Ethernet
Plus 2-Port Gigabit Module
Layer 3 Switch

User's Guide

Second Edition (July 2002)

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RECYCLABLE

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1

INTRODUCTION

This section describes the Layer 3 functionality and Layer 2 and Layer 3 features of the DES-3326. Some background information about Ethernet/Fast Ethernet, Gigabit Ethernet, and switching technology is presented. This is intended for readers who may not be familiar with the concepts of layered switching and routing but is not intended to be a complete or in-depth discussion.

Layer 3 Switching

Layer 3 switching is the integration of two proven technologies: switching and routing. In fact, Layer 3 switches are running the same routing routines and protocols as traditional routers. The main difference between traditional routing and Layer 3 switching is the addition of a group of Layer 2 switching domains and the execution of routing routines for most packets via an ASIC – in hardware instead of software.

Where a traditional router would have one, or at best a few, Fast Ethernet ports, the DES-3326 Layer 3 switch has 24 Fast Ethernet ports and optionally, 2 Gigabit Ethernet ports. Where a traditional router would have one or two high-speed serial WAN connections, the DES-3326 relies upon a Fast Ethernet port to connect to a separate device, which in turn, connects the network to a WAN or the Internet.

The DES-3326 can be thought of as 24 Fast Ethernet Layer 2 switching domains with a wire-speed router between each domain. It can be deployed in a network between a traditional router and the intranetwork. The traditional router and its associated WAN interface would then handle routing between the intranetwork and the WAN (the Internet, for example) while the Layer 3 switch would handle routing within the LAN (between the Fast Ethernet Layer 2 domains). Any installed Layer 2 switches, and indeed the entire subnetting scheme, would remain in place.

The DES-3326 can also replace key traditional routers for data centers and server farms, routing between these locations and the rest of the network, and providing 24 ports of Layer 2 switching performance combined with wire-speed routing.

Backbone routers can also be replaced with DES-3326 and a series of DES-3326 could be linked via the optional Gigabit Ethernet ports. Routers that service WAN connections would remain in place, but would now be removed from the backbone and connected to the DES-3326 via an Ethernet/Fast Ethernet port. The backbone itself could be migrated to Gigabit Ethernet, or faster technologies as they become available.

The DES-3326 accomplishes two objectives. First as a tool to provide high-performance access to enterprise data servers and infrastructure, and second, to enhance the performance of network equipment already installed. Many network segments display poor performance, but the Ethernet wire is only carrying a fraction of its total traffic capacity. The problem is not the network, but the ability of the connected devices utilize the full capacity of the network. The DES-3326 can eliminate network bottlenecks to high-traffic areas, and improve the utilization of the network's installed bandwidth.

The Functions of a Layer 3 Switch

Traditional routers, once the core components of large networks, became an obstacle to the migration toward next-generation networks. Attempts to make software-based routers forward packets more quickly were inadequate.

A layer 3 switch does everything to a packet that a traditional router does:

- Determines forwarding path based on Layer 3 information
- Validates the integrity of the Layer 3 header via checksum
- Verifies packet expiration and updates accordingly
- Processes and responds to any optional information
- Updates forwarding statistics in the Management Information Base

A Layer 3 switch can be placed anywhere within a network core or backbone, easily and cost-effectively replacing the traditional collapsed backbone router. The DES-3326 Layer 3 switch communicates with a WAN router using a standard Ethernet/Fast Ethernet port. Multiple DES-3326 switches can be linked via the optional, 2-port Gigabit Ethernet module.

Features

The DES-3326 Switch was designed for easy installation and high performance in an environment where traffic on the network and the number of users increase continuously.

Switch features include:

Ports

- 24 high-performance NWay ports all operating at 10/100 Mbps for connecting to end stations, servers and hubs (23 MDI-X 10/100 Ethernet UTP ports and one MDI-II/MDI-X port. The MDI-II/MDI-X port can be switched between the two modes from the front panel.)
- All ports can auto-negotiate (NWay) between 10Mbps/ 100Mbps, half-duplex or full duplex and flow control for half-duplex ports.
- One front panel slide-in module interface for a 2-port 1000BASE-SX, 1000BASE-LX, 1000BASE-T, or GBIC Gigabit Ethernet module.
- RS-232 DCE Diagnostic port (console port) for setting up and managing the Switch via a connection to a console terminal or PC using a terminal emulation program.

Performance Features

Layer 2 Features

- 8.8 Gbps switching fabric capacity

- Store and forward switching scheme.
- Full and half-duplex for both 10Mbps and 100Mbps connections. The front-port Gigabit Ethernet module operates at full duplex only. Full duplex allows the switch port to simultaneously transmit and receive data, and only works with connections to full-duplex capable end stations and switches. Connections to hubs must take place at half-duplex.
- Supports IEEE 802.3x flow control for full-duplex mode ports.
- Supports Back-pressure flow control for half-duplex mode ports.
- Auto-polarity detection and correction of incorrect polarity on the transmit and receive twisted-pair at each port.
- IEEE 802.3z compliant for all Gigabit ports (optional module).
- IEEE 802.3x compliant Flow Control support for all Gigabit ports (optional module).
- IEEE 802.3ab compliant for 1000BASE-T (Copper) Gigabit ports (optional module).
- Data forwarding rate 14,880 pps per port at 100% of wire-speed for 10Mbps speed.
- Data forwarding rate 148,800 pps per port at 100% of wire-speed for 100Mbps speed.
- Data filtering rate eliminates all error packets, runts, etc. at 14,880 pps per port at 100% of wire-speed for 10Mbps speed.
- Data filtering rate eliminates all error packets, runts, etc. at 148,800 pps per port at 100% of wire-speed for 100Mbps speed.
- 8K active MAC address entry table per device with automatic learning and aging (10 to 9999 seconds).
- 16 MB packet buffer per device.
- Broadcast and Multicast storm filtering.
- Supports Port Mirroring.
- Supports Port Trunking – up to six trunk groups (each consisting of up to eight ports) may be set up.
- 802.1D Spanning Tree support.
- 802.1Q Tagged VLAN support – up to 63 User-defined VLANs per device (one VLAN is reserved for internal use).
- GVRP – (GARP VLAN Registration Protocol) support for dynamic VLAN registration.
- 802.1p Priority support with 4 priority queues.
- IGMP Snooping support.
- Layer 2 Multicast support – GMRP (GARP Multicast Registration Protocol).

Layer 3 Switch Features

- Wire speed IP forwarding.

- Hardware-based Layer 3 IP switching.
- IP packet forwarding rate of 6.6 Mpps.
- 2K active IP address entry table per device.
- Supports RIP – (Routing Information Protocol) version I and II.
- Supports OSPF – (Open Shortest Path First)
- Supports MD5 and Password OSPF Packet Authentication
- Supports IP version 4.
- IGMP version 1 and 2 support (RFC 1112 and RFC 2236).
- Supports PIM Dense Mode.
- Supports DVMRP.
- Supports IP multi-netting.
- Supports IP packet de-fragmentation.
- Supports Path MTU discovery.
- Supports 802.1D frame support.

Traffic Classification and Prioritization

- Based on 802.1p priority bits
- 4 priority queues

Management

- RS-232 console port for out-of-band network management via a console terminal or PC.
- Spanning Tree Algorithm Protocol for creation of alternative backup paths and prevention of network loops.
- SNMP v.1 Agent.
- Fully configurable either in-band or out-of-band control via SNMP based software.
- Flash memory for software upgrades. This can be done in-band via TFTP or out-of-band via the console.
- Built-in SNMP management:
 - Bridge MIB (RFC 1493)
 - MIB-II (RFC 1213)
 - Mini-RMON MIB (RFC 1757) – 4 groups
 - CIDR MIB (RFC 2096), except IP Forwarding Table.

- 802.1p MIB (RFC 2674).
- RIP MIB v2 (RFC 1724).
- Supports Web-based management.
- TFTP support.
- BOOTP support.
- BOOTP Relay Agent.
- IP filtering on the management interface.
- DHCP Client support.
- DHCP Relay Agent.
- DNS Relay Agent.
- Password enabled.

Optional Redundant Power Supply

The DES-3326 24+2 Fast Ethernet Layer 3 Switch supports the optional DPS-1000 (Redundant Power Supply) to provide automatic power supply monitoring and switchover to a redundant power supply (located in the chassis of the DPS-1000) in case of a failure in the DES-3326's internal power supply.

Fast Ethernet Technology

100Mbps Fast Ethernet (or 100BASE-T) is a standard specified by the IEEE 802.3 LAN committee. It is an extension of the 10Mbps Ethernet standard with the ability to transmit and receive data at 100Mbps, while maintaining the Carrier Sense Multiple Access with Collision Detection (CSMA/CD) Ethernet protocol.

Gigabit Ethernet Technology

Gigabit Ethernet is an extension of IEEE 802.3 Ethernet utilizing the same packet structure, format, and support for CSMA/CD protocol, full duplex, flow control, and management objects, but with a tenfold increase in theoretical throughput over 100Mbps Fast Ethernet and a one hundred-fold increase over 10Mbps Ethernet. Since it is compatible with all 10Mbps and 100Mbps Ethernet environments, Gigabit Ethernet provides a straightforward upgrade without wasting a company's existing investment in hardware, software, and trained personnel.

Gigabit Ethernet enables fast optical fiber connections and Unshielded Twisted Pair connections to support video conferencing, complex imaging, and similar data-intensive applications. Likewise, since data transfers occur 10 times faster than Fast Ethernet, servers outfitted with Gigabit Ethernet NIC's are able to perform 10 times the number of operations in the same amount of time.

UNPACKING AND SETUP

This chapter provides unpacking and setup information for the Switch.

Unpacking

Open the shipping carton of the Switch and carefully unpack its contents. The carton should contain the following items:

- ◆ One DES-3326 24-port Fast Ethernet Layer 3 Switch
- ◆ Mounting kit: 2 mounting brackets and screws
- ◆ Four rubber feet with adhesive backing
- ◆ One AC power cord
- ◆ This User's Guide with Registration Card

If any item is found missing or damaged, please contact your local D-Link reseller for replacement.

Installation

Use the following guidelines when choosing a place to install the Switch:

- ◆ The surface must support at least 3 kg.
- ◆ The power outlet should be within 1.82 meters (6 feet) of the device.
- ◆ Visually inspect the power cord and see that it is secured to the AC power connector.
- ◆ Make sure that there is proper heat dissipation from and adequate ventilation around the switch.
Do not place heavy objects on the switch.

Desktop or Shelf Installation

When installing the Switch on a desktop or shelf, the rubber feet included with the device should first be attached. Attach these cushioning feet on the bottom at each corner of the device. Allow adequate space for ventilation between the device and the objects around it.

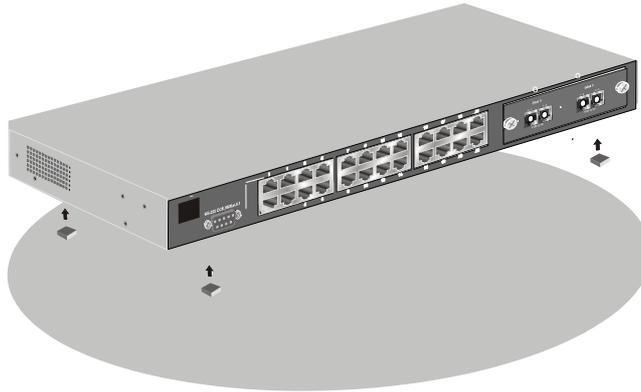


Figure 2-1. Installing rubber feet for desktop installation

Rack Installation

The DES-3326 can be mounted in an EIA standard-sized, 19-inch rack, which can be placed in a wiring closet with other equipment. To install, attach the mounting brackets on the switch's side panels (one on each side) and secure them with the screws provided.

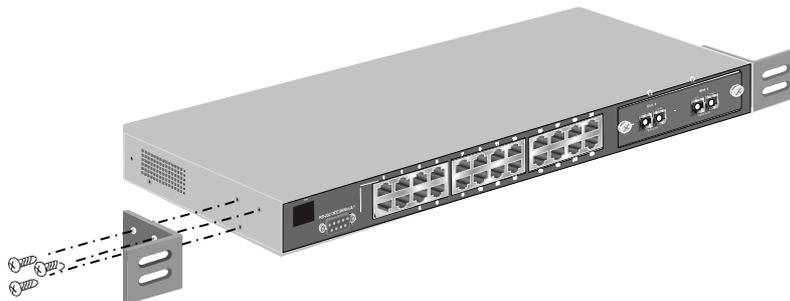


Figure 2-2A. Attaching the mounting brackets to the switch

Then, use the screws provided with the equipment rack to mount the switch on the rack.

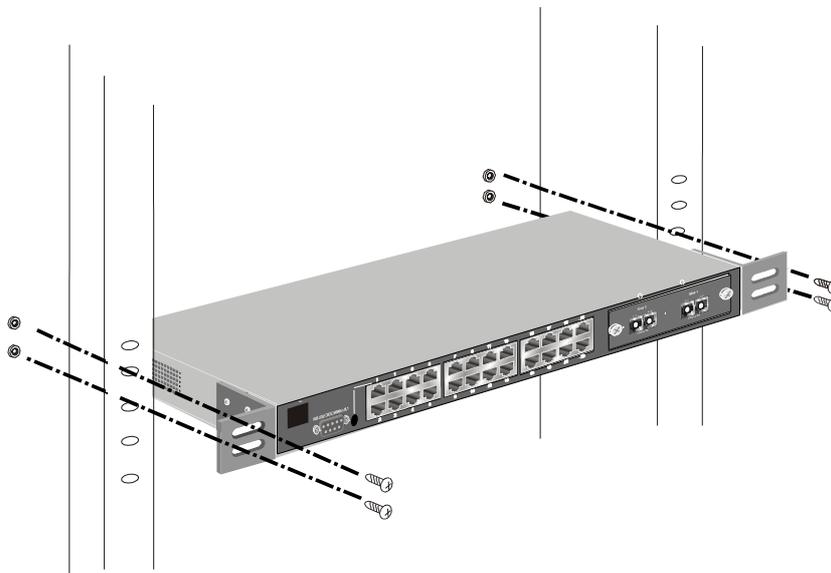


Figure 2-2B. Installing the switch on an equipment rack

Power on

The DES-3326 switch can be used with AC power supply 100-240 VAC, 50 - 60 Hz. The power switch is located at the rear of the unit adjacent to the AC power connector and the system fan. The switch's power supply will adjust to the local power source automatically and may be turned on without having any or all LAN segment cables connected.

After the power switch is turned on, the LED indicators should respond as follows:

- ◆ All LED indicators will momentarily blink. This blinking of the LED indicators represents a reset of the system.
- ◆ The power LED indicator will blink while the Switch loads onboard software and performs a self-test. After approximately 20 seconds, the LED will light again to indicate the switch is in a ready state.
- ◆ The console LED indicator will remain ON if there is a connection at the RS-232 port, otherwise this LED indicator is OFF.
- ◆ The 100M LED indicator may remain ON or OFF depending on the transmission speed.

Power Failure

As a precaution in the event of a power failure, unplug the switch. When power is resumed, plug the switch back in.

3

IDENTIFYING EXTERNAL COMPONENTS

This chapter describes the front panel, rear panel, optional plug-in modules, and LED indicators of the DES-3326.

Front Panel

The front panel of the Switch consists of LED indicators, an RS-232 communication port, a slide-in module slot, one switched MDI-X/MDI-II uplink port, and 23 (10/100 Mbps) Ethernet/Fast Ethernet ports.



Figure 3-1. Front panel view of the Switch

- ◆ Comprehensive LED indicators display the status of the switch and the network (see the *LED Indicators* section below).
- ◆ An RS-232 DCE console port for setting up and managing the switch via a connection to a console terminal or PC using a terminal emulation program.
- ◆ A front-panel slide-in module slot for Gigabit Ethernet ports can accommodate a 2-port 1000BASE-T Gigabit Ethernet module, a 2-port 1000BASE-SX Gigabit Ethernet module, a 2-port 1000BASE-LX Gigabit Ethernet module, or a 2-port GBIC-based Gigabit Ethernet module.
- ◆ One switched MDI-X/MDI-II Uplink port that can be used to connect a straight-through cable or a crossed cable to a normal (non-Uplink) port on a switch or hub. This port is identical to the other 23 ports except for the ability to use a crossed or a straight-through cable.
- ◆ Twenty-three high-performance, NWay Ethernet ports all of which operate at 10/100 Mbps for connections to end stations, servers and hubs. All ports can auto-negotiate between 10Mbps or 100Mbps, full or half duplex, and flow control.

Rear Panel

The rear panel of the switch consists of a slot for the optional DPS-1000 (Redundant Power Supply) and an AC power connector.

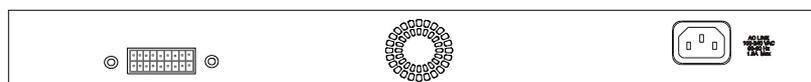


Figure 3-2. Rear panel view of the Switch

- ◆ The AC power connector is a standard three-pronged connector that supports the power cord. Plug-in the female connector of the provided power cord into this socket, and the male side of the cord into a power outlet. Supported input voltages range from 100 ~ 240 VAC at 50 ~ 60 Hz.

Side Panels

The right side panel of the Switch contains two system fans (see the top part of the diagram below). The left side panel contains heat vents.

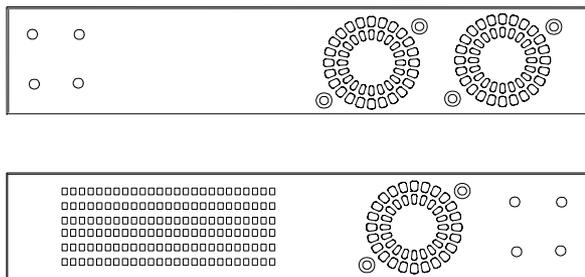


Figure 3-4. Side panel views of the Switch

- ◆ The system fans are used to dissipate heat. The sides of the system also provide heat vents to serve the same purpose. Do not block these openings, and leave at least 6 inches of space at the rear and sides of the switch for proper ventilation. Be reminded that without proper heat dissipation and air circulation, system components might overheat, which could lead to system failure.

Optional Plug-in Modules

The DES 3326 24-port Fast Ethernet Layer 3 Switch is able to accommodate a range of optional plug-in modules in order to increase functionality and performance. These modules must be purchased separately.

1000BASE-T Module

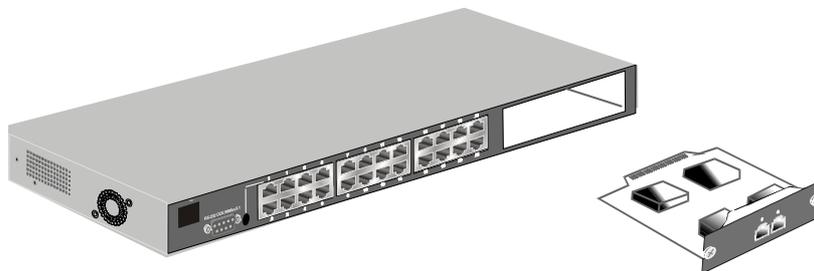


Figure 3-5. 1000BASE-TX two-port module

- ◆ Front-panel module.
- ◆ Connects to 1000BASE-T devices.
- ◆ Supports Category 5e UTP or STP cable connections of up to 100 meters.

1000BASE-SX Fiber Module

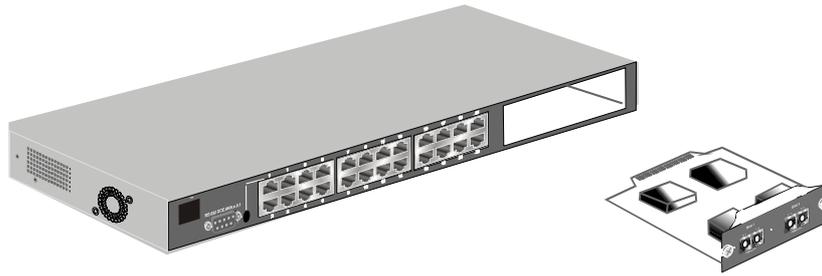


Figure 3-6. 1000BASE-SX two-port module

- ◆ Front-panel module.
- ◆ Connects to 1000BASE-SX devices at full duplex.
- ◆ Allows connections using multi-mode fiber optic cable in the following configurations:

	62.5 μ m	62.5 μ m	50 μ m	50 μ m
Modal bandwidth (min. overfilled launch) Unit: MHz*km	160	200	400	500
Operating distance Unit: meters	220	275	500	550
Channel insertion loss Unit: dB	2.33	2.53	3.25	3.43

1000BASE-LX Fiber Module

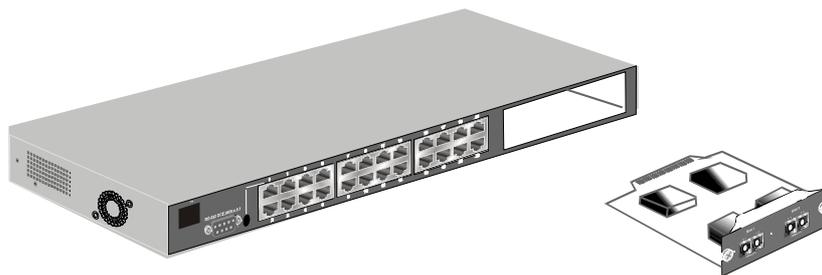


Figure 3-7. 1000BASE-LX two-port module

- ◆ Front-panel module.
- ◆ Connects to 1000BASE-LX devices at full duplex.
- ◆ Supports multi-mode fiber-optic cable connections of up to 550 meters or 5 km single-mode fiber-optic cable connections.

GBIC Two-Port Module

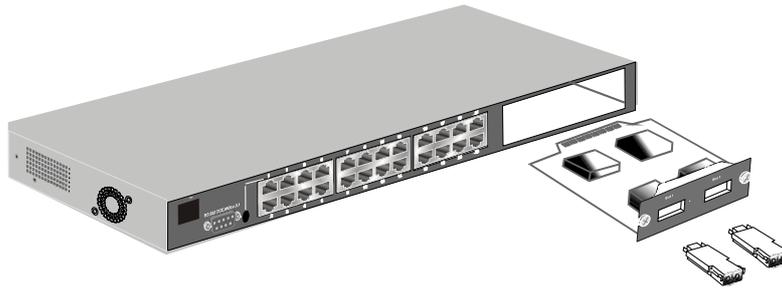


Figure 3-8. GBIC two-port module

- ◆ Front-panel module.
- ◆ Connects to GBIC devices at full duplex only.
- ◆ Allows multi-mode fiber optic connections of up to 550 m (SX and LX) and single-mode fiber optic connections of up to 5 km (LX only). GBIC modules are available in –SX and –LX fiber optic media.

LED Indicators

The LED indicators of the Switch include Power, Console, and Link/Act. The following shows the LED indicators for the Switch along with an explanation of each indicator.



Figure 3-9. The LED indicators

- ◆ **Power** This indicator on the front panel should be lit during the Power-On Self Test (POST). It will light green approximately 2 seconds after the switch is powered on to indicate the ready state of the device.
- ◆ **Console** This indicator is lit green when the switch is being managed via out-of-band/local console management through the RS-232 console port using a straight-through serial cable.
- ◆ **Link/Act** These indicators are located to the left and right of each port. They are lit when there is a secure connection (or link) to a device at any of the ports. The LEDs blink whenever there is reception or transmission (i.e. Activity--Act) of data occurring at a port.

4

CONNECTING THE SWITCH

This chapter describes how to connect the DES 3326 to your Fast Ethernet network.

Switch to End Node

End nodes include PCs outfitted with a 10, 100 or 10/100 Mbps RJ-45 Ethernet/Fast Ethernet Network Interface Card (NIC) and most routers. The RJ-45 UTP ports on NICs and most routers are MDI-II. When using a normal straight-through cable, an MDI-II port must connect to an MDI-X port.

An end node can be connected to the Switch via a two-pair Category 3, 4, 5 UTP/STP straight cable (be sure to use Category 5e UTP or STP cabling for 100 Mbps Fast Ethernet connections). The end node should be connected to any of the twenty-three ports (2x - 24x) of the DES-3326 or to either of the two 100BASE-TX ports on the front-panel module that came preinstalled on the switch. Port 1x can be used as an uplink port to connect to another switch using either a crossed or a straight-through cable. This port is switched between MDI-X and MDI-II to accommodate either type of cable.

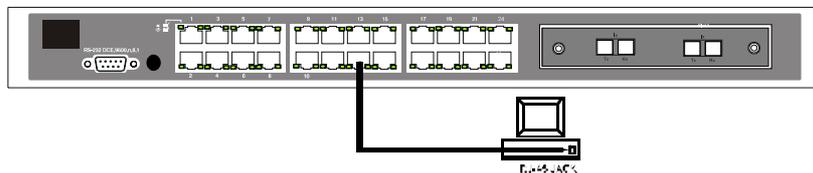


Figure 4-1. Switch connected to an End Node

The LED indicators for the port the end node is connected to are lit according to the capabilities of the NIC. If LED indicators are not illuminated after making a proper connection, check the PC's LAN card, the cable, switch conditions, and connections.

The following LED indicator states are possible for an end node to switch connection:

1. The 100 LED indicator comes *ON* for a 100 Mbps and stays *OFF* for 10 Mbps.
2. The Link/Act LED indicator lights up upon hooking up a PC that is powered on.

Switch to Hub or Switch

These connections can be accomplished in a number of ways. The most important consideration is that when using a normal, straight-through cable, the connection should be made between a normal crossed port (Port 2x, 3x, etc.) and an Uplink (MDI-II) port. If you are using a crossover cable, the connection must be made from Uplink to Uplink (port 1x on the DES-3326), or from a crossed port to another crossed port.

- ◆ A 10BASE-T hub or switch can be connected to the Switch via a two-pair Category 3, 4 or 5 UTP/STP straight cable.
- ◆ A 100BASE-TX hub or switch can be connected to the Switch via a two-pair Category 5e UTP/STP straight cable.

If the other switch or hub contains an unused Uplink port, we suggest connecting the other device's Uplink (MDI-II) port to any of the switch's (MDI-X) ports (1x - 22x, or one of the optional Gigabit module ports) using a normal straight-through cable, as shown below.

If the other device does not have an unused Uplink port, make the connection with a normal straight-through cable from the Uplink port on the switch to any normal crossed port on the hub. Alternatively, if you have a crossover cable you can save the Uplink ports for other connections and make this one from a crossed port to another crossed port.

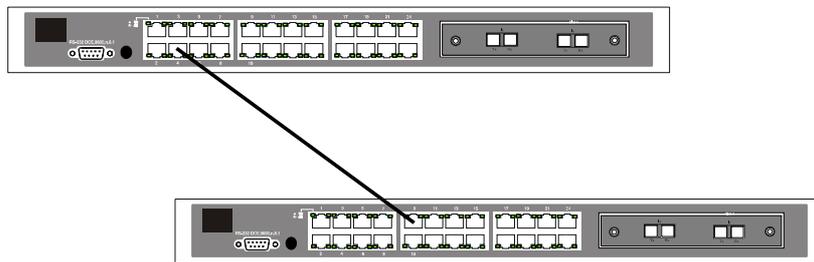


Figure 4-2. Switch connected to a normal (non-Uplink) port on a hub or switch using a straight or crossover cable

10BASE-T Device

For a 10BASE-T device, the Switch's LED indicators should display the following:

- ◆ 100 LED speed indicator is *OFF*.
- ◆ Link/Act indicator is *ON*.

100BASE-TX Device

For a 100BASE-TX device, the Switch's LED indicators should display the following:

- ◆ 100 LED speed indicator is *ON*.
- ◆ Link/Act is *ON*.

5

SWITCH MANAGEMENT AND OPERATING CONCEPTS

This chapter discusses many of the concepts and features used to manage the switch, as well as the concepts necessary for the user to understand the functioning of the switch. Further, this chapter explains many important points regarding these features.

Configuring the switch to implement these concepts and make use of its many features is discussed in detail in the next chapters.

Local Console Management

A local console is a terminal or a workstation running a terminal emulation program that is connected directly to the switch via the RS-232 console port on the front of the switch. A console connection is referred to as an 'Out-of-Band' connection, meaning that console is connected to the switch using a different circuit than that used for normal network communications. So, the console can be used to set up and manage the switch even if the network is down.

Local console management uses the terminal connection to operate the console program built-in to the switch (see Chapter 6, "Using the Console Interface"). A network administrator can manage, control and monitor the switch from the console program.

The DES-3326 contains a CPU, memory for data storage, flash memory for configuration data, operational programs, and SNMP agent firmware. These components allow the switch to be actively managed and monitored from either the console port or the network itself (out-of-band, or in-band).

Diagnostic (console) port (RS-232 DCE)

Out-of-band management requires connecting a terminal, such as a VT-100 or a PC running a terminal emulation program (such as HyperTerminal, which is automatically installed with Microsoft Windows) a to the RS-232 DCE console port of the Switch. Switch management using the RS-232 DCE console port is called *Local Console Management* to differentiate it from management performed via management platforms, such as D-View, HP OpenView, etc. *Web-based Management* describes management of the switch performed over the network (in-band) using the switch's built-in Web-based management program (see Chapter 7, "Web-based Network Management"). The operations to be performed and the facilities provided by these two built-in programs are identical.

The console port is set at the factory for the following configuration:

- Baud rate: 9,600
- Data width: 8 bits
- Parity: none
- Stop bits: 1

- Flow Control None

Make sure the terminal or PC you are using to make this connection is configured to match these settings.

If you are having problems making this connection on a PC, make sure the emulation is set to VT-100. If you still don't see anything, try hitting <Ctrl> + r to refresh the screen.

IP Addresses and SNMP Community Names

Each Switch must be assigned its own IP Address, which is used for communication with an SNMP network manager or other TCP/IP application (for example BOOTP, TFTP). The switch's default IP address is 10.90.90.90. You can change the default Switch IP Address to meet the specification of your networking address scheme.

The switch is also assigned a unique MAC address by the factory. This MAC address cannot be changed, and can be found from the initial boot console screen – shown below.

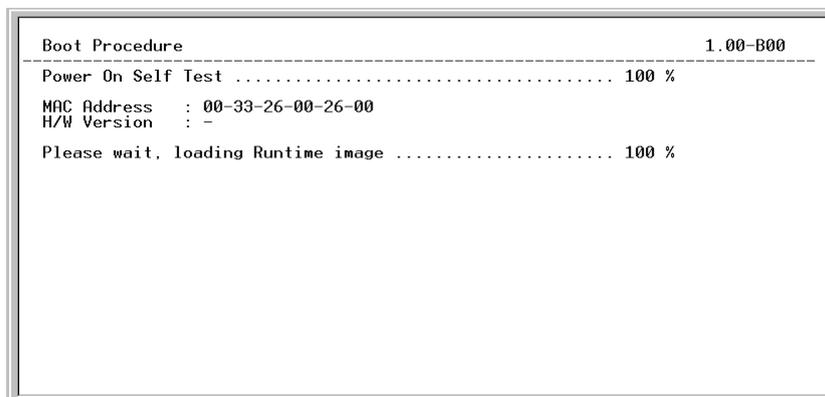


Figure 5-1. Boot screen

The switch's MAC address can also be found from the console program under the Switch Information menu item, as shown below.

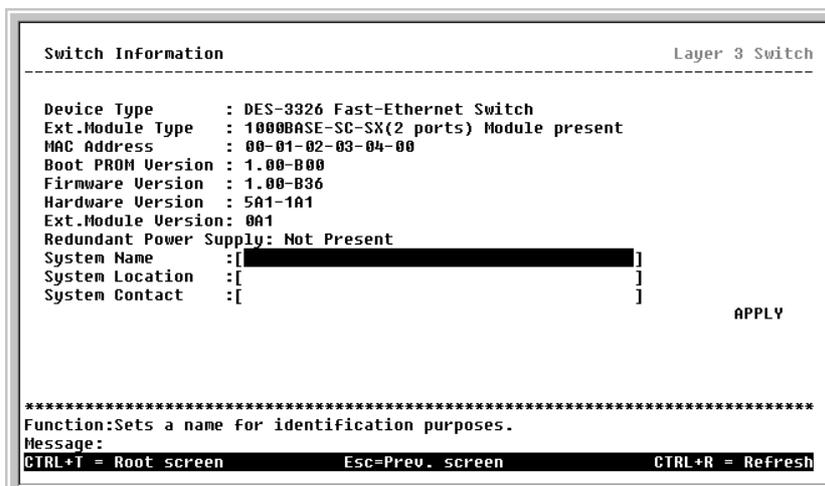


Figure 5-2. Switch Information screen

In addition, you can also set an IP Address for a gateway router. This becomes necessary when the network management station is located on a different IP network from the Switch, making it necessary for management packets to go through a router to reach the network manager, and vice-versa.

For security, you can set in the Switch a list of IP Addresses of the network managers that you allow to manage the Switch. You can also change the default SNMP Community Strings in the Switch and set the access rights of these Community Strings. In addition, a VLAN may be designated as a Management VLAN.

Traps

Traps are messages that alert you of events that occur on the Switch. The events can be as serious as a reboot (someone accidentally turned OFF the Switch), or less serious like a port status change. The Switch generates traps and sends them to the network manager (trap recipient).

Trap recipients are special users of the network who are given certain rights and access in overseeing the maintenance of the network. Trap recipients will receive traps sent from the Switch; they must immediately take certain actions to avoid future failure or breakdown of the network.

You can also specify which network managers may receive traps from the Switch by entering a list of the IP addresses of authorized network managers. Up to four trap recipient IP addresses, and four corresponding SNMP community strings can be entered.

SNMP community strings function like passwords in that the community string entered for a given IP address must be used in the management station software, or a trap will be sent.

The following are trap types the switch can send to a trap recipient:

- **Cold Start** This trap signifies that the Switch has been powered up and initialized such that software settings are reconfigured and hardware systems are rebooted. A cold start is different from a factory reset in that configuration settings saved to non-volatile RAM used to reconfigure the switch.
- **Warm Start** This trap signifies that the Switch has been rebooted, however the POST (Power On Self-Test) is skipped.
- **Authentication Failure** This trap signifies that someone has tried to logon to the switch using an invalid SNMP community string. The switch automatically stores the source IP address of the unauthorized user.
- **New Root** This trap indicates that the Switch has become the new root of the Spanning Tree, the trap is sent by the switch soon after its election as the new root. This implies that upon expiration of the Topology Change Timer the new root trap is sent out immediately after the Switch's election as the new root.
- **Topology Change (STP)** A Topology Change trap is sent by the Switch when any of its configured ports transitions from the Learning state to the Forwarding state, or from the Forwarding state to the Blocking state. The trap is not sent if a new root trap is sent for the same transition.
- **Link Up** This trap is sent whenever the link of a port changes from link down to link up.
- **Link Down** This trap is sent whenever the link of a port changes from link up to link down.

SNMP

The Simple Network Management Protocol (SNMP) is an OSI layer 7 (the application layer) protocol for remotely monitoring and configuring network devices. SNMP enables network management stations to read and modify the settings of gateways, routers, switches, and other network devices. SNMP can be used to perform many of the same functions as a directly connected console, or can be used within an integrated network management software package such as DView or NetView.

SNMP performs the following functions:

- Sending and receiving SNMP packets through the IP protocol.
- Collecting information about the status and current configuration of network devices.
- Modifying the configuration of network devices.

The DES-3326 has a software program called an 'agent' that processes SNMP requests, but the user program that makes the requests and collects the responses runs on a management station (a designated computer on the network). The SNMP agent and the user program both use the UDP/IP protocol to exchange packets.

Authentication

The authentication protocol ensures that both the router SNMP agent and the remote user SNMP application program discard packets from unauthorized users. Authentication is accomplished using 'community strings', which function like passwords. The remote user SNMP application and the router SNMP must use the same community string. SNMP community strings of up to 20 characters may be entered under the *Remote Management Setup* menu of the console program.

Traps

Traps are messages that alert network personnel of events that occur on the Switch. The events can be as serious as a reboot (someone accidentally turned OFF the Switch), or less serious like a port status change. The Switch generates traps and sends them to the trap recipient (or network manager).

Trap recipients are special users of the network who are given certain rights and access in overseeing the maintenance of the network. Trap recipients will receive traps sent from the Switch; they must immediately take certain actions to avoid future failure or breakdown of the network.

You can also specify which network managers may receive traps from the Switch by entering a list of the IP addresses of authorized network managers. Up to four trap recipient IP addresses, and four corresponding SNMP community strings can be entered.

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- **Cold Start** This trap signifies that the Switch has been powered up and initialized such that software settings are reconfigured and hardware systems are rebooted. A cold start is different from a factory reset in that configuration settings saved to non-volatile RAM used to reconfigure the switch.
- **Warm Start** This trap signifies that the Switch has been rebooted, however the POST (Power On Self-Test) is skipped.

- **Authentication Failure** This trap signifies that someone has tried to logon to the switch using an invalid SNMP community string. The switch automatically stores the source IP address of the unauthorized user.
- **Topology Change** A Topology Change trap is sent by the Switch when any of its configured ports transitions from the Learning state to the Forwarding state, or from the Forwarding state to the Blocking state. The trap is not sent if a new root trap is sent for the same transition.
- **Link Change Event** This trap is sent whenever the link of a port changes from link up to link down or from link down to link up.
- **Port Partition** This trap is sent whenever the port state enters the partition mode (or automatic partitioning, port disable) when more than thirty-two collisions occur while transmitting at 10Mbps or more than sixty-four collisions occur while transmitting at 100Mbps.
- **Broadcast\Multicast Storm** This trap is sent whenever the port reaches the threshold (in packets per second) set globally for the switch. Counters are maintained for each port, and separate counters are maintained for broadcast and multicast packets. The switch's default setting is 128 kpps for both broadcast and multicast packets.

MIBs

Management and counter information are stored in the Switch in the Management Information Base (MIB). The Switch uses the standard MIB-II Management Information Base module. Consequently, values for MIB objects can be retrieved from any SNMP-based network management software. In addition to the standard MIB-II, the Switch also supports its own proprietary enterprise MIB as an extended Management Information Base. These MIBs may also be retrieved by specifying the MIB's Object-Identity (OID) at the network manager. MIB values can be either read-only or read-write.

Read-only MIBs variables can be either constants that are programmed into the Switch, or variables that change while the Switch is in operation. Examples of read-only constants are the number of port and type of ports. Examples of read-only variables are the statistics counters such as the number of errors that have occurred, or how many kilobytes of data have been received and forwarded through a port.

Read-write MIBs are variables usually related to user-customized configurations. Examples of these are the Switch's IP Address, Spanning Tree Algorithm parameters, and port status.

If you use a third-party vendors' SNMP software to manage the Switch, a diskette listing the Switch's propriety enterprise MIBs can be obtained by request. If your software provides functions to browse or modify MIBs, you can also get the MIB values and change them (if the MIBs' attributes permit the write operation). This process however can be quite involved, since you must know the MIB OIDs and retrieve them one by one.

Packet Forwarding

The Switch enters the relationship between destination MAC or IP addresses and the Ethernet port or gateway router the destination resides on into its forwarding table. This information is then used to forward packets. This reduces the traffic congestion on the network, because packets, instead of being

transmitted to all ports, are transmitted to the destination port only. Example: if Port 1 receives a packet destined for a station on Port 2, the Switch transmits that packet through Port 2 only, and transmits nothing through the other ports. This process is referred to as 'learning' the network topology.

MAC Address Aging Time

The Aging Time affects the learning process of the Switch. Dynamic forwarding table entries, which are made up of the source MAC addresses and their associated port numbers, are deleted from the table if they are not accessed within the aging time.

The aging time can be from 10 to 1,000,000 seconds with a default value of 300 seconds. A very long aging time can result in dynamic forwarding table entries that are out-of-date or no longer exist. This may cause incorrect packet forwarding decisions by the switch.

If the Aging Time is too short however, many entries may be aged out too soon. This will result in a high percentage of received packets whose source addresses cannot be found in the forwarding table, in which case the switch will broadcast the packet to all ports, negating many of the benefits of having a switch.

Static forwarding entries are not affected by the aging time.

Filtering

The switch uses a filtering database to segment the network and control communication between segments. It can also filter packets off the network for intrusion control. Static filtering entries can be made by either MAC address or IP address filtering.

Each port on the switch is a unique collision domain and the switch filters (discards) packets whose destination lies on the same port as where it originated. This keeps local packets from disrupting communications on other parts of the network.

For intrusion control, whenever a switch encounters a packet originating from or destined to a MAC address or an IP Address entered into the filter table, the switch will discard the packet.

Some filtering is done automatically by the switch:

- Dynamic filtering – automatic learning and aging of MAC addresses and their location on the network. Filtering occurs to keep local traffic confined to its segment.
- Filtering done by the Spanning Tree Protocol, which can filter packets based on topology, making sure that signal loops don't occur.
- Filtering done for VLAN integrity. Packets from a member of a VLAN (VLAN 2, for example) destined for a device on another VLAN (VLAN 3) will be filtered.

Some filtering requires the manual entry of information into a filtering table:

- MAC address filtering – the manual entry of specific MAC addresses to be filtered from the network. Packets sent from one manually entered MAC address can be filtered from the network. The entry may be specified as a source, a destination, or both.
- IP address filtering – the manual entry of specific IP addresses to be filtered from the network (switch must be in IP Routing mode). Packets sent from one manually entered IP address to

another can be filtered from the network. The entry may be specified as a source, a destination, or both (switch must be in IP Routing mode).

Spanning Tree

The IEEE 802.1D Spanning Tree Protocol allows for the blocking of links between switches that form loops within the network. When multiple links between switches are detected, a primary link is established. Duplicated links are blocked from use and become standby links. The protocol allows for the duplicate links to be used in the event of a failure of the primary link. Once the Spanning Tree Protocol is configured and enabled, primary links are established and duplicated links are blocked automatically. The reactivation of the blocked links (at the time of a primary link failure) is also accomplished automatically – without operator intervention.

The DES-3326 STP allows two levels of spanning trees to be configured. The first level constructs a spanning tree on the links between switches. This is referred to as the **Switch** or **Global** level. The second level is on a port group basis. Groups of ports are configured as being members of a spanning tree and the algorithm and protocol are applied to the group of ports. This is referred to as the **Port** or **VLAN** level.

On the switch level, STP calculates the Bridge Identifier for each switch and then sets the Root Bridge and the Designated Bridges.

On the port level, STP sets the Root Port and the Designated Ports.

The following are the user-configurable STP parameters for the switch level:

Parameter	Description	Default Value
Bridge Identifier (Not user-configurable except by setting priority below)	A combination of the User-set priority and the switch's MAC address. The Bridge Identifier consists of two parts: a 16-bit priority and a 48-bit Ethernet MAC address	32768 + MAC
Priority	A relative priority for each switch – lower numbers give a higher priority and a greater chance of a given switch being elected as the root bridge	32768
Hello Time	The length of time between broadcasts of the hello message by the switch	2 seconds
Maximum Age Timer	Measures the age of a received BPDU for a port and ensures that the BPDU is discarded when its age exceeds the value of the maximum age timer.	20 seconds
Forward Delay Timer	The amount time spent by a port in the learning and listening states waiting for a	15 seconds

BPDU that may return the port to the blocking state.

Table 5-1. STP Parameters – Switch Level

The following are the user-configurable STP parameters for the port or port group level:

Variable	Description	Default Value
Port Priority	A relative priority for each port – lower numbers give a higher priority and a greater chance of a given port being elected as the root port	128
Port Cost	A value used by STP to evaluate paths – STP calculates path costs and selects the path with the minimum cost as the active path.	19 – 100Mbps Fast Ethernet ports 10 – 1000Mbps Gigabit Ethernet ports

Table 5-2. STP Parameters – Port Group Level

Bridge Protocol Data Units

For STP to arrive at a stable network topology, the following information is used:

- The unique switch identifier
- The path cost to the root associated with each switch port
- The port identifier

STP communicates between switches on the network using Bridge Protocol Data Units (BPDUs). Each BPDU contains the following information:

- The unique identifier of the switch that the transmitting switch currently believes is the root switch
- The path cost to the root from the transmitting port
- The port identifier of the transmitting port

The switch sends BPDUs to communicate and construct the spanning-tree topology. All switches connected to the LAN on which the packet is transmitted will receive the BPDU. BPDUs are not directly forwarded by the switch, rather the receiving switch uses the information in the frame to calculate a BPDU, and, if the topology changes, initiates a BPDU transmission.

The communication between switches via BPDUs results in the following:

- One switch is elected as the root switch
- The shortest distance to the root switch is calculated for each switch

- A designated switch is selected. This is the switch closest to the root switch through which packets will be forwarded to the root.
- A port for each switch is selected. This is the port providing the best path from the switch to the root switch.
- Ports included in the STP are selected.

Creating a Stable STP Topology

If all switches have STP enabled with default settings, the switch with the lowest MAC address in the network will become the root switch. By increasing the priority (lowering the priority number) of the best switch, STP can be forced to select the best switch as the root switch.

When STP is enabled using the default parameters, the path between source and destination stations in a switched network might not be ideal. For instance, connecting higher-speed links to a port that has a higher number than the current root port can cause a root-port change. The goal is to make the fastest link the root port.

STP Port States

The BPDUs take some time to pass through a network. This propagation delay can result in topology changes where a port that transitioned directly from a Blocking state to a Forwarding state could create temporary data loops. Ports must wait for new network topology information to propagate throughout the network before starting to forward packets. They must also wait for the packet lifetime to expire for BPDU packets that were forwarded based on the old topology. The forward delay timer is used to allow the network topology to stabilize after a topology change.

In addition, STP specifies a series of states a port must transition through to further ensure that a stable network topology is created after a topology change.

Each port on a switch using STP exists in one of the following five states:

- Blocking – the port is blocked from forwarding or receiving packets
- Listening – the port is waiting to receive BPDU packets that may tell the port to go back to the blocking state
- Learning – the port is adding addresses to its forwarding database, but not yet forwarding packets
- Forwarding – the port is forwarding packets
- Disabled – the port only responds to network management messages and must return to the blocking state first

A port transitions from one state to another as follows:

- From initialization (switch boot) to blocking
- From blocking to listening or to disabled
- From listening to learning or to disabled
- From learning to forwarding or to disabled

- From forwarding to disabled
- From disabled to blocking

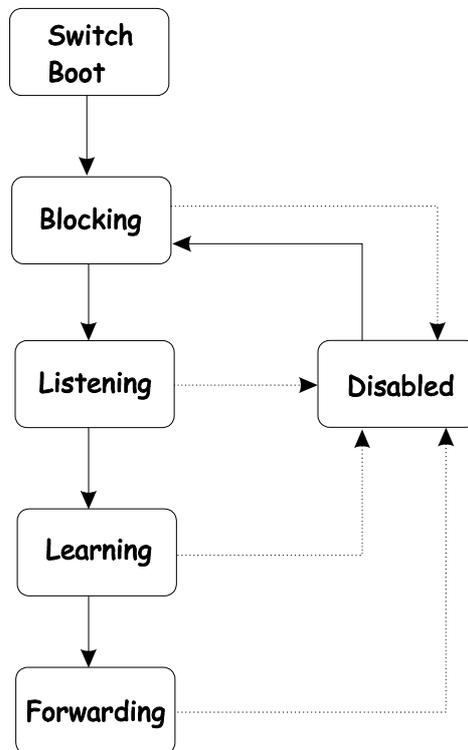


Figure 5-3. STP Port State Transitions

When STP is enabled, every port on every switch in the network goes through the blocking state and then transitions through the states of listening and learning at power up. If properly configured, each port stabilizes to the forwarding or blocking state.

No packets (except BPDUs) are forwarded from, or received by, STP enabled ports until the forwarding state is enabled for that port.

Default Spanning-Tree Configuration

Feature	Default Value
Enable state	STP enabled for all ports
Port priority	128
Port cost	19
Bridge Priority	32,768

Table 5-3. Default STP Parameters

User-Changeable STA Parameters

The factory default setting should cover the majority of installations. However, it is advisable to keep the default settings as set at the factory; unless, it is absolutely necessary. The user changeable parameters in the Switch are as follows:

- **Priority** A Priority for the switch can be set from 0 to 65535. 0 is equal to the highest Priority.
- **Hello Time** The Hello Time can be from 1 to 10 seconds. This is the interval between two transmissions of BPDU packets sent by the Root Bridge to tell all other Switches that it is indeed the Root Bridge. If you set a Hello Time for your Switch, and it is not the Root Bridge, the set Hello Time will be used if and when your Switch becomes the Root Bridge.

Note: *The Hello Time cannot be longer than the Max. Age. Otherwise, a configuration error will occur.*

- **Max. Age** The Max. Age can be from 6 to 40 seconds. At the end of the Max. Age, if a BPDU has still not been received from the Root Bridge, your Switch will start sending its own BPDU to all other Switches for permission to become the Root Bridge. If it turns out that your Switch has the lowest Bridge Identifier, it will become the Root Bridge.
- **Forward Delay Timer** The Forward Delay can be from 4 to 30 seconds. This is the time any port on the Switch spends in the listening state while moving from the blocking state to the forwarding state.

Note: *Observe the following formulas when setting the above parameters:*

$$\text{Max. Age} \leq 2 \times (\text{Forward Delay} - 1 \text{ second})$$

$$\text{Max. Age} \geq 2 \times (\text{Hello Time} + 1 \text{ second})$$

- **Port Priority** A Port Priority can be from 0 to 255. The lower the number, the greater the probability the port will be chosen as the Root Port.
- **Port Cost** A Port Cost can be set from 1 to 65535. The lower the number, the greater the probability the port will be chosen to forward packets.

Illustration of STP

A simple illustration of three Bridges (or three switches) connected in a loop is depicted below. In this example, you can anticipate some major network problems if the STP assistance is not applied. If Bridge A broadcasts a packet to Bridge B, Bridge B will broadcast it to Bridge C, and Bridge C will broadcast it to back to Bridge A ... and so on. The broadcast packet will be passed indefinitely in a loop, potentially causing a network failure.

STP can be applied as shown in **Figure 2-4**. In this example, STP breaks the loop by blocking the connection between Bridge B and C. The decision to block a particular connection is based on the STP calculation of the most current Bridge and Port settings. Now, if Bridge A broadcasts a packet to Bridge C, then Bridge C will drop the packet at port 2 and the broadcast will end there.

Setting-up STP using values other than the defaults, can be complex. Therefore, you are advised to keep the default factory settings and STP will automatically assign root bridges/ports and block loop connections. Influencing STP to choose a particular switch as the root bridge using the **Priority** setting, or influencing STP to choose a particular port to block using the **Port Priority** and **Port Cost** settings is, however, relatively straight forward.

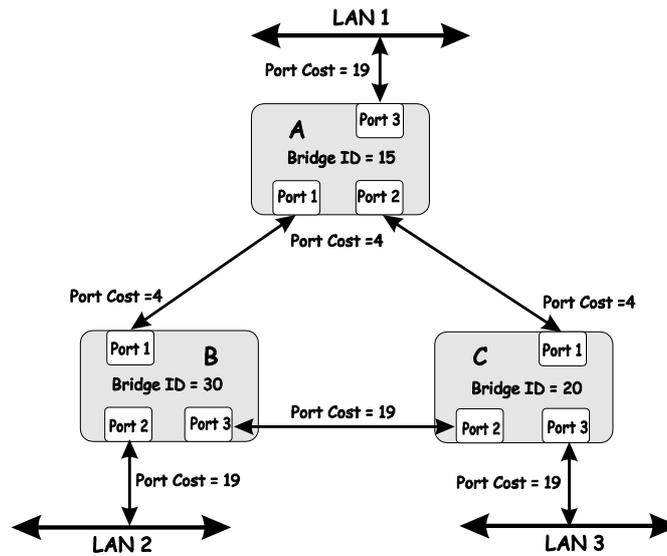


Figure 5-4. Before Applying the STA Rules

In this example, only the default STP values are used.

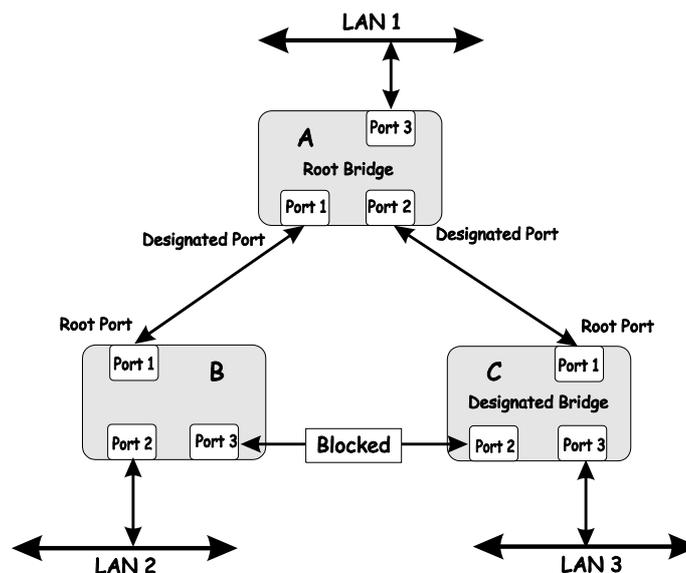


Figure 5-6. After Applying the STA Rules

The switch with the lowest Bridge ID (switch C) was elected the root bridge, and the ports were selected to give a high port cost between switches B and C. The two (optional) Gigabit ports (default port cost = 10) on switch A are connected to one (optional) Gigabit port on both switch B and C. The redundant link between switch B and C is deliberately chosen as a 100 Mbps Fast Ethernet link (default port cost = 19). Gigabit ports could be used, but the port cost should be increased from the default to ensure that the link between switch B and switch C is the blocked link.

Link Aggregation

Link aggregation is used to combine a number of ports together to make a single high-bandwidth data pipeline. The participating parts are called members of a link aggregation group, with one port

designated as the **master port** of the group. Since all members of the link aggregation group must be configured to operate in the same manner, the configuration of the master port is applied to all members of the link aggregation group. Thus, when configuring the ports in a link aggregation group, you only need to configure the master port.

The DES-3326 supports link aggregation groups, which may include from 2 to 8 switch ports each, except for a Gigabit link aggregation group which consists of the 2 (optional) Gigabit Ethernet ports of the front panel. These ports are the two 1000BASE-SX, -LX -TX or GBIC ports contained in a front-panel mounted module.

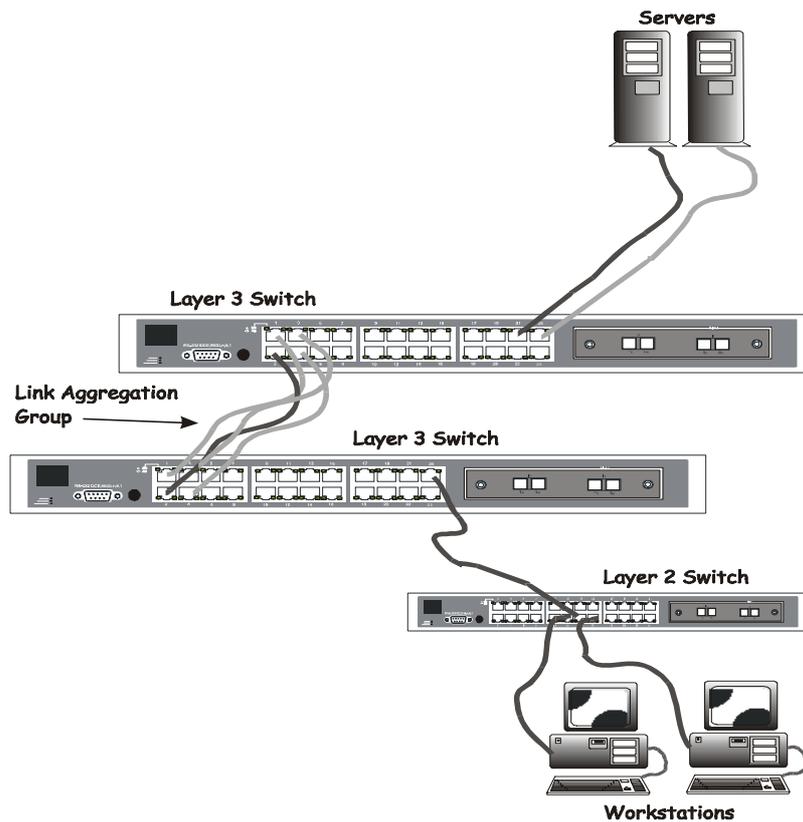


Figure 5-7. Link Aggregation Group

Data transmitted to a specific host (destination address) will always be transmitted over the same port in a link aggregation group. This allows packets in a data stream to arrive in the same order they were sent. A aggregated link connection can be made with any other switch that maintains host-to-host data streams over a single link aggregate port. Switches that use a load-balancing scheme that sends the packets of a host-to-host data stream over multiple link aggregation ports cannot have a aggregated connection with the DES-3326 switch.

VLANs

A VLAN is a collection of end nodes grouped by logic rather than physical location. End nodes that frequently communicate with each other are assigned to the same VLAN, regardless of where they are located physically on the network. Logically, a VLAN can be equated to a broadcast domain, because broadcast packets are forwarded only to members of the VLAN on which the broadcast was initiated.

Notes About VLANs on the DES-3326

1. The DES-3326 supports IEEE 802.1Q VLANs. The port untagging function can be used to remove the 802.1Q tag from packet headers to maintain compatibility with devices that are tag-unaware (that is, network devices that do not support IEEE 802.1Q VLANs or tagging).
2. The switch's default - in both **Layer 2 Only** mode and **IP Routing** mode - is to assign all ports to a single 802.1Q VLAN named DEFAULT_VLAN.
3. The switch allows the assignment of an IP interface to each VLAN, in **IP Routing** mode. The VLANs must be configured before setting up the IP interfaces.
4. A VLAN that is not assigned an IP interface will behave as a layer 2 VLAN - and IP routing, by the switch, will not be possible to this VLAN regardless of the switch's operating mode.

IEEE 802.1Q VLANs

Some relevant terms:

Tagging - The act of putting 802.1Q VLAN information into the header of a packet.

Untagging - The act of stripping 802.1Q VLAN information out of the packet header.

Ingress port - A port on a switch where packets are flowing into the switch and VLAN decisions must be made.

Egress port - A port on a switch where packets are flowing out of the switch, either to another switch or to an end station, and tagging decisions must be made.

IEEE 802.1Q (tagged) VLANs are implemented on the DES-3326 Layer 3 switch. 802.1Q VLANs require tagging, which enables the VLANs to span an entire network (assuming all switches on the network are IEEE 802.1Q-compliant).

Any port can be configured as either *tagging* or *untagging*. The *untagging* feature of IEEE 802.1Q VLANs allow VLANs to work with legacy switches that don't recognize VLAN tags in packet headers. The *tagging* feature allows VLANs to span multiple 802.1Q-compliant switches through a single physical connection and allows Spanning Tree to be enabled on all ports and work normally.

802.1Q VLAN Packet Forwarding

Packet forwarding decisions are made based upon the following three types of rules:

- Ingress rules - rules relevant to the classification of received frames belonging to a VLAN.
- Forwarding rules between ports - decides filter or forward the packet

- Egress rules – determines if the packet must be sent tagged or untagged.

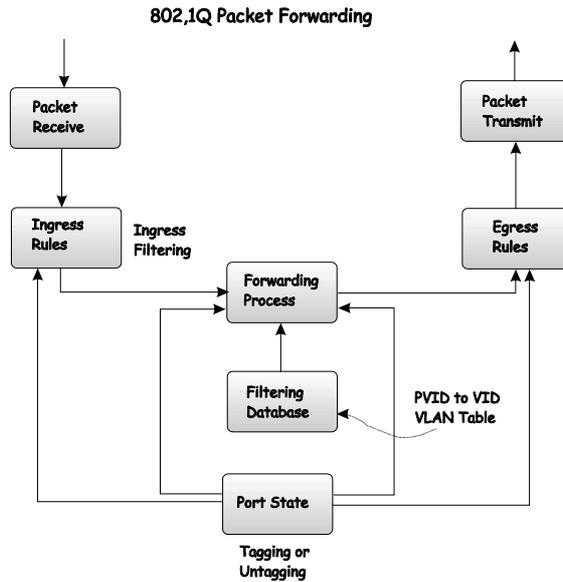


Figure 5-8. IEEE 802.1Q Packet Forwarding

802.1Q VLAN Tags

The figure below shows the 802.1Q VLAN tag. There are four additional octets inserted after the source MAC address. Their presence is indicated by a value of 0x8100 in the EtherType field. When a packet's EtherType field is equal to 0x8100, the packet carries the IEEE 802.1Q/802.1p tag. The tag is contained in the following two octets and consists of 3 bits of user priority, 1 bit of Canonical Format Identifier (CFI – used for encapsulating Token Ring packets so they can be carried across Ethernet backbones) and 12 bits of VLAN ID (VID). The 3 bits of user priority are used by 802.1p. The VID is the VLAN identifier and is used by the 802.1Q standard. Because the VID is 12 bits long, 4094 unique VLANs can be identified.

The tag is inserted into the packet header making the entire packet longer by 4 octets. All of the information contained in the packet originally is retained.

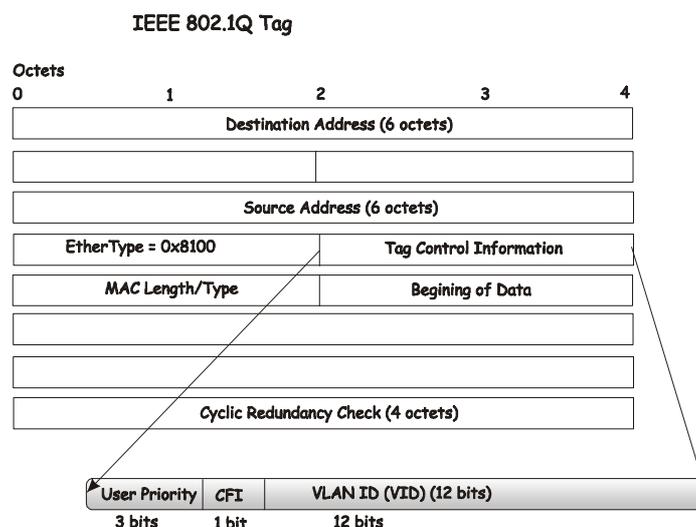


Figure 5-9. IEEE 802.1Q Tag

The EtherType and VLAN ID are inserted after the MAC source address, but before the original EtherType/Length or Logical Link Control. Because the packet is now a bit longer than it was originally, the Cyclic Redundancy Check (CRC) must be recalculated.

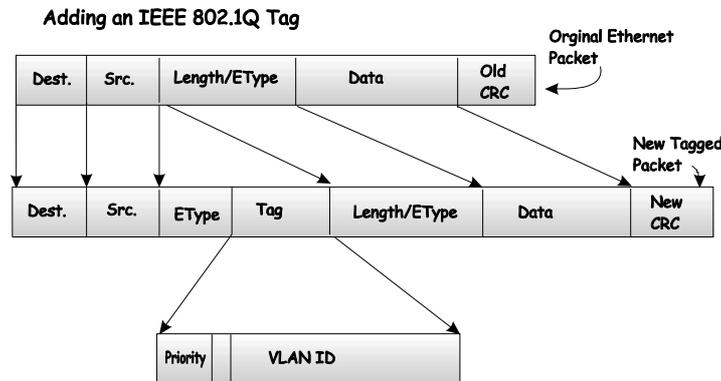


Figure 5-10. Adding an IEEE 802.1Q Tag

Port VLAN ID

Packets that are tagged (are carrying the 802.1Q VID information) can be transmitted from one 802.1Q compliant network device to another with the VLAN information intact. This allows 802.1Q VLANs to span network devices (and indeed, the entire network – if all network devices are 802.1Q compliant).

Unfortunately, not all network devices are 802.1Q compliant. These devices are referred to as *tag-unaware*. 802.1Q devices are referred to as *tag-aware*.

Prior to the adoption 802.1Q VLANs, port-based and MAC-based VLANs were in common use. These VLANs relied upon a Port VLAN ID (PVID) to forward packets. A packet received on a given port would be assigned that port's PVID and then be forwarded to the port that corresponded to the packet's destination address (found in the switch's forwarding table). If the PVID of the port that received the packet is different from the PVID of the port that is to transmit the packet, the switch will drop the packet.

Within the switch, different PVIDs mean different VLANs (remember that two VLANs cannot communicate without an external router). So, VLAN identification based upon the PVIDs cannot create VLANs that extend outside a given switch (or switch stack).

Every physical port on a switch has a PVID. 802.1Q ports are also assigned a PVID, for use within the switch. If no VLANs are defined on the switch, all ports are then assigned to a default VLAN with a PVID equal to 1. Untagged packets are assigned the PVID of the port on which they were received. Forwarding decisions are based upon this PVID, in so far as VLANs are concerned. Tagged packets are forwarded according to the VID contained within the tag. Tagged packets are also assigned a PVID, but the PVID is not used to make packet forwarding decisions, the VID is.

Tag-aware switches must keep a table to relate PVIDs within the switch to VIDs on the network. The switch will compare the VID of a packet to be transmitted to the VID of the port that is to transmit the packet. If the two VIDs are different, the switch will drop the packet. Because of the existence of the PVID for untagged packets and the VID for tagged packets, tag-aware and tag-unaware network devices can coexist on the same network.

A switch port can have only one PVID, but can have as many VIDs as the switch has memory in its VLAN table to store them.

Because some devices on a network may be tag-unaware, a decision must be made at each port on a tag-aware device before packets are transmitted – should the packet to be transmitted have a tag or

not? If the transmitting port is connected to a tag-unaware device, the packet should be untagged. If the transmitting port is connected to a tag-aware device, the packet should be tagged.

Tagging and Untagging

Every port on an 802.1Q compliant switch can be configured as *tagging* or *untagging*.

Ports with tagging enabled will put the VID number, priority and other VLAN information into the header of all packets that flow into and out of it. If a packet has previously been tagged, the port will not alter the packet, thus keeping the VLAN information intact. The VLAN information in the tag can then be used by other 802.1Q compliant devices on the network to make packet forwarding decisions.

Ports with untagging enabled will strip the 802.1Q tag from all packets that flow into and out of those ports. If the packet doesn't have an 802.1Q VLAN tag, the port will not alter the packet. Thus, all packets received by and forwarded by an untagging port will have no 802.1Q VLAN information. (Remember that the PVID is only used internally within the switch). Untagging is used to send packets from an 802.1Q-compliant network device to a non-compliant network device.

Ingress Filtering

A port on a switch where packets are flowing into the switch and VLAN decisions must be made is referred to as an *ingress port*. If ingress filtering is enabled for a port, the switch will examine the VLAN information in the packet header (if present) and decide whether or not to forward the packet.

If the packet is tagged with VLAN information, the ingress port will first determine if the ingress port itself is a member of the tagged VLAN. If it is not, the packet will be dropped. If the ingress port is a member of the 802.1Q VLAN, the switch then determines if the destination port is a member of the 802.1Q VLAN. If it is not, the packet is dropped. If the destination port is a member of the 802.1Q VLAN, the packet is forwarded and the destination port transmits it to its attached network segment.

If the packet is not tagged with VLAN information, the ingress port will tag the packet with its own PVID as a VID (if the port is a tagging port). The switch then determines if the destination port is a member of the same VLAN (has the same VID) as the ingress port. If it does not, the packet is dropped. If it has the same VID, the packet is forwarded and the destination port transmits it on its attached network segment.

This process is referred to as *ingress filtering* and is used to conserve bandwidth within the switch by dropping packets that are not on the same VLAN as the ingress port at the point of reception. This eliminates the subsequent processing of packets that will just be dropped by the destination port.

VLANs in Layer 2 Only Mode

The switch initially configures one VLAN, VID = 1, called the DEFAULT_VLAN. The factory default setting assigns all ports on the switch to the DEFAULT_VLAN.

Packets cannot cross VLANs if the switch is in **Layer 2 Only** mode. If a member of one VLAN wants to connect to another VLAN, the link must be through an external router.

When the switch is in **Layer 2 Only** mode, 802.1Q VLANs are supported.

If no VLANs are configured on the switch and the switch is in **Layer 2 Only** mode, then all packets will be forwarded to any destination port. Packets with unknown source addresses will be flooded to all ports. Broadcast and multicast packets will also be flooded to all ports.

A VLAN that does not have a corresponding IP interface defined for it, will function as a **Layer 2 Only** VLAN – regardless of the **Switch Operation** mode.

Layer 3-Based VLANs

Layer 3-based VLANs use network-layer addresses (subnet address for TCP/IP) to determine VLAN membership. These VLANs are based on layer 3 information, but this does not constitute a 'routing' function.

The DES-3326 allows an IP subnet to be configured for each 802.1Q VLAN that exists on the switch.

Even though a switch inspects a packet's IP address to determine VLAN membership, no route calculation is performed, the RIP protocol is not employed, and packets traversing the switch are bridged using the Spanning Tree algorithm.

A switch that implements layer 3 (or 'subnet') VLANs without performing any routing function between these VLANs is referred to as performing 'IP Switching'.

IP Addressing and Subnetting

This section gives basic information needed to configure your Layer 3 switch for IP routing. The information includes how IP addresses are broken down and how subnetting works. You will learn how to assign each interface on the router an IP address with a unique subnet.

Definitions

- **IP Address** – the unique number ID assigned to each host or interface on a network. IP addresses have the form xxx.xxx.xxx.xxx.
- **Subnet** – a portion of a network sharing a particular network address.
- **Subnet mask** – a 32-bit number used to describe which portion of a Network Address refers to the subnet and which portion refers to the host. Subnet masks have the form xxx.xxx.xxx.xxx.
- **Interface** – a network connection
- **IP Interface** – another name for subnet.
- **Network Address** – the resulting 32-bit number from a bitwise logical AND operation performed between an IP address and a subnet mask.
- **Subnet Address** – another name for network address.

IP Addresses

The Internet Protocol (IP) was designed for routing data between network sites. Later, it was adapted for routing between networks (referred to as "subnets") within a site. The IP defines a way of generating a unique number that can be assigned each network in the internet and each of the computers on each of those networks. This number is called the IP address.

IP addresses use a "dotted decimal" notation. Here are some examples of IP addresses written in this format:

1. 210.202.204.205
2. 189.21.241.56
3. 125.87.0.1

This allows IP address to be written in a string of 4 decimal (base 10) numbers. Computers can only understand binary (base 2) numbers, and these binary numbers are usually grouped together in bytes, or eight bits. (A bit is a binary digit – either a "1" or a "0"). The dots (periods) simply make the IP

address easier to read. A computer sees an IP address not as four decimal numbers, but as a long string of binary digits (32 binary digits or 32 bits, IP addresses are 32-bit addresses).

The three IP addresses in the example above, written in binary form are:

1. 11010010.11001010.11001100.11001101
2. 10111101.00010101.11110001.00111000
3. 01111101.01010111.00000000.00000001

The dots are included to make the numbers easier to read.

Eight binary bits are called a 'byte' or an 'octet'. An octet can represent any decimal value between '0' (00000000) and '255' (11111111). IP addresses, represented in decimal form, are four numbers whose value is between '0' to '255'. The total range of IP addresses are then:

Lowest possible IP address - 0.0.0.0
 Highest possible IP address - 255.255.255.255

To convert decimal numbers to 8-bit binary numbers (and vice-versa), you can use the following chart:

Binary Octet Digit	2 ⁷	2 ⁶	2 ⁵	2 ⁴	2 ³	2 ²	2 ¹	2 ⁰
Decimal Equivalent	128	64	32	16	8	4	2	1
Binary Number 128+64+32+16+8+4+2+1= 255	1	1	1	1	1	1	1	1

Table 5-4. Binary to Decimal Conversion

Each digit in an 8-bit binary number (an octet) represents a power of two. The left-most digit represents 2 raised to the 7th power ($2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 = 128$) while the right-most digit represents 2 raised to the 0th power (any number raised to the 0th power is equal to one, by definition).

IP addresses actually consist of two parts, one identifying the network and one identifying the destination (node) within the network.

The IP address discussed above is one part and a second number called the Subnet mask is the other part. To make this a bit more confusing, the subnet mask has the same numerical form as an IP address.

Address Classes

Address classes refer to the range of numbers in the subnet mask. Grouping the subnet masks into classes makes the task of dividing a network into subnets a bit easier.

There are 5 address classes. The first 4 bits in the IP address determine which class the IP address falls in.

- Class A addresses begin with 0xxx, or 1 to 126 decimal.
- Class B addresses begin with 10xx, or 128 to 191 decimal.
- Class C addresses begin with 110x, or 192 to 223 decimal.
- Class D addresses begin with 1110, or 224 to 239 decimal.
- Class E addresses begin with 1111, or 240 to 254 decimal.

Addresses beginning with 01111111, or 127 decimal, are reserved. They are used for internal testing on a local machine (called loopback). The address 127.0.0.1 can always be pinged from a local node because it forms a loopback and points back to the same node.

This example uses an 11-bit subnet mask. (There are 3 additional bits added to the default Class A subnet mask). So the number of subnets is:

$$2^3 - 2 = 8 - 2 = 6$$

Subnets of all "0"s and all "1"s are not allowed, so 2 subnets are subtracted from the total.

The number of bits used in the node part of the address is $24 - 3 = 21$ bits, so the total number of nodes is:

$$2^{21} - 2 = 2,097,152 - 2 = 2,097,150$$

Multiplying the number of subnets times the number of nodes gives 12,582,900 possible nodes.

Note that this is less than the 16,777,214 possible nodes that an unsubnetted class A network would have.

Subnetting reduces the number of possible nodes for a given network, but increases the segmentation of the network.

Classless InterDomain Routing – CIDR

Under CIDR, the subnet mask notation is reduced to a simplified shorthand. Instead of specifying all of the bits of the subnet mask, it is simply listed as the number of contiguous "1"s (bits) in the network portion of the address. Look at the subnet mask of the above example in binary - 11111111.11100000.00000000.00000000 – and you can see that there are 11 "1"s or 11 bits used to mask the network address from the node address. Written in CIDR notation this becomes:

10.32.0.0/11

# of Bits	Subnet Mask	CIDR Notation	# of Subnets	# of Hosts	Total Hosts
2	255.192.0.0	/10	2	4194302	8388604
3	255.224.0.0	/11	6	2097150	12582900
4	255.240.0.0	/12	14	1048574	14680036
5	255.248.0.0	/13	30	524286	15728580
6	255.252.0.0	/14	62	262142	16252804
7	255.254.0.0	/15	126	131070	16514820
8	255.255.0.0	/16	254	65534	16645636
9	255.255.128.0	/17	510	32766	16710660
10	255.255.192.0	/18	1022	16382	16742404
11	255.255.224.0	/19	2046	8190	16756740
12	255.255.240.0	/20	4094	4094	16760836
13	255.255.248.0	/21	8190	2046	16756740
14	255.255.252.0	/22	16382	1022	16742404
15	255.255.254.0	/23	32766	510	16710660
16	255.255.255.0	/24	65534	254	16645636
17	255.255.255.128	/25	131070	126	16514820
18	255.255.255.192	/26	262142	62	16252804
19	255.255.255.224	/27	525286	30	15728580
20	255.255.255.240	/28	1048574	14	14680036
21	255.255.255.248	/29	2097150	6	12582900
22	255.255.255.252	/30	4194302	2	8388604

Table 5-5. Class A Subnet Masks

# of Bits	Subnet Mask	CIDR Notation	# of Subnets	# of Hosts	Total Hosts
2	255.255.192	/18	2	16382	32764
3	255.255.224.0	/19	6	8190	49140
4	255.255.240.0	/20	14	4094	57316
5	255.255.248.0	/21	30	2046	61380
6	255.255.252.0	/22	62	1022	63364
7	255.255.254.0	/23	126	510	64260
8	255.255.255.0	/24	254	254	64516
9	255.255.255.128	/25	510	126	64260
10	255.255.255.192	/26	1022	62	63364
11	255.255.255.224	/27	2046	30	61380
12	255.255.255.240	/28	4094	14	57316
13	255.255.255.248	/29	8190	6	49140
14	255.255.255.252	/30	16382	2	32764

Table 5-6. Class B Subnet Masks

# of Bits	Subnet Mask	CIDR Notation	# of Subnets	# of Hosts	Total Hosts
2	255.255.255.192	/26	2	62	124
3	255.255.255.224	/27	6	30	180
4	255.255.255.240	/28	14	14	196
5	255.255.255.248	/29	30	6	180
6	255.255.255.252	/30	62	2	124

Table 5-7. Class C Subnet Masks

Setting up IP Interfaces

The Layer 3 switch allows ranges of IP addresses (OSI layer 3) to be assigned to VLANs (OSI layer 2). Each VLAN must be configured prior to setting up the corresponding IP interface. An IP addressing scheme must then be established, and implemented when the IP interfaces are set up on the switch.

An example is presented below:

VLAN Name	VID	Switch Ports
System (default)	1	5, 6, 7, 8, 21, 22, 23, 24
Engineering	2	9, 10, 11, 12
Marketing	3	13, 14, 15, 16
Finance	4	17, 18, 19, 20
Sales	5	1, 2, 3, 4
Backbone	6	25, 26

Table 5-8. VLAN Example – Assigned Ports

In this case, 6 IP interfaces are required, so a CIDR notation of 10.32.0.0/11 (or a 11-bit) addressing scheme will work. This addressing scheme will give a subnet mask of 11111111.11100000.00000000.00000000 (binary) or 255.224.0.0 (decimal).

Using a 10.xxx.xxx.xxx IP address notation, the above example would give 6 network addresses and 6 subnets.

Any IP address from the allowed range of IP addresses for each subnet can be chosen as an IP address for an IP interface on the switch.

For this example, we have chosen the next IP address above the network address:

VLAN Name	VID	Network Address	IP Address
System (default)	1	10.32.0.0	10.32.0.1
Engineering	2	10.64.0.0	10.64.0.1
Marketing	3	10.96.0.0	10.96.0.1
Finance	4	10.128.0.0	10.128.0.1
Sales	5	10.160.0.0	10.160.0.1
Backbone	6	10.192.0.0	10.192.0.1

Table 5-9. VLAN Example – Assigned IP Addresses

The 6 IP interfaces, each with an IP address (listed in the table above), and a subnet mask of 255.224.0.0 can be entered into the **Setup IP Interface** menu.

Layer 3-Based VLANs

Layer 3-based VLANs use network-layer addresses (subnet address for TCP/IP) to determine VLAN membership. These VLANs are based on layer 3 information, but this does not constitute a 'routing' function.

The DES-3326 allows an IP subnet to be configured for each 802.1Q VLAN that exists on the switch.

Even though a switch inspects a packet's IP address to determine VLAN membership, no route calculation is performed, the RIP protocol is not employed, and packets traversing the switch are bridged using the Spanning Tree algorithm.

A switch that implements layer 3 (or 'subnet') VLANs without performing any routing function between these VLANs is referred to as performing 'IP Switching'.

Internet Protocols

This is a brief introduction to the suite of Internet Protocols frequently referred to as TCP/IP. It is intended to give the reader a reasonable understanding of the available facilities and some familiarity with terminology. It is not intended to be a complete description.

Protocol Layering

The Internet Protocol (IP) divides the tasks necessary to route and forward packets across networks by using a layered approach. Each layer has clearly defined tasks, protocol, and interfaces for communicating with adjacent layers, but the exact way these tasks are accomplished is left to individual software designers. The Open Systems Interconnect (OSI) seven-layer model has been adopted as the reference for the description of modern networking, including the Internet.

A diagram of the OSI model is shown below (note that this is not a complete listing of the protocols contained within each layer of the model):

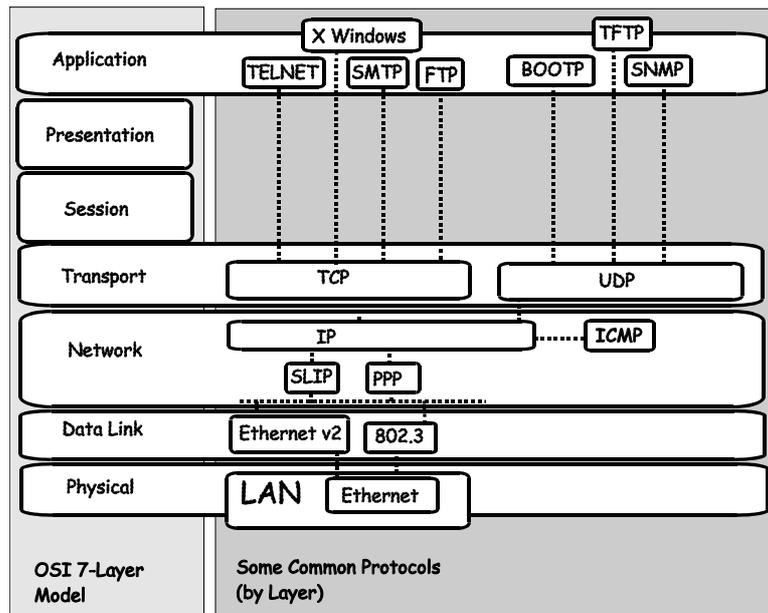


Figure 5-11. OSI Seven Layer Network Model

Each layer is a distinct set of programs executing a distinct set of protocols designed to accomplish some necessary tasks. They are separated from the other layers within the same system or network, but must communicate and interoperate. This requires very well-defined and well-known methods for transferring messages and data. This is accomplished through the protocol stack.

Protocol layering is simply a tool for visualizing the organization of the necessary software and hardware in a network. In this view, Layer 2 represents switching and Layer 3 represents routing. Protocol layering is actually a set of guidelines used in writing programs and designing hardware that delegate network functions and allow the layers to communicate. How these layers communicate within a stack (for example, within a given computer) is left to the operating system programmers.

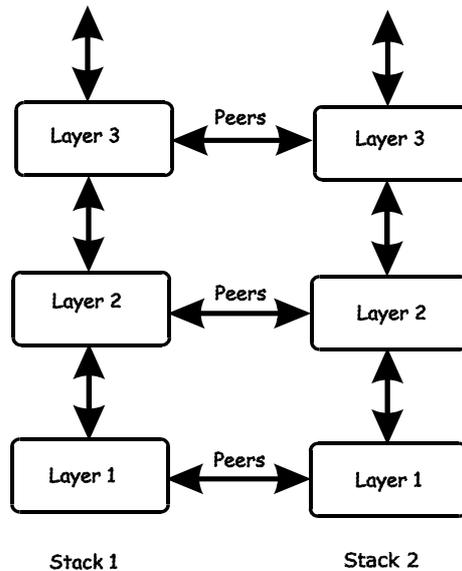


Figure 5-12. The Protocol Stack

Between two protocol stacks, members of the same layer are known as peers and communicate by well-known (open and published) protocols. Within a protocol stack, adjacent layers communicate by an internal interface. This interface is usually not publicly documented and is frequently proprietary. It has some of the same characteristics of a protocol and two stacks from the same software vendor may communicate in the same way. Two stacks from different software vendors (or different products from the same vendor) may communicate in completely different ways. As long as peers can communicate and interoperate, this has no impact on the functioning of the network.

The communication between layers within a given protocol stack can be both different from a second stack and proprietary, but communication between peers on the same OSI layer is open and consistent.

A brief description of the most commonly used functional layers is helpful to understand the scope of how protocol layering works.

Layer 1

This is referred to as the physical layer. It handles the electrical connections and signaling required to make a physical link from one point in the network to another. It is on this layer that the unique Media Access Control (MAC) address is defined.

Layer 2

This layer, commonly called the switching layer, allows end station addressing and the establishment of connections between them.

Layer 2 switching forwards packets based on the unique MAC address of each end station and offers high-performance, dedicated-bandwidth of Fast or Gigabit Ethernet within the network.

Layer 2 does not ordinarily extend beyond the intranet. To connect to the Internet usually requires a router and a modem or other device to connect to an Internet Service Provider's WAN. These are Layer 3 functions.

Layer 3

Commonly referred to as the routing layer, this layer provides logical partitioning of networks (subnetting), scalability, security, and Quality of Service (QoS).

The backbone of the Internet is built using Layer 3 functions. IP is the premier Layer 3 protocol.

IP is itself, only one protocol in the IP protocol suite. More extensive capabilities are found in the other protocols of the IP suite. For example; the Domain Name System (DNS) associates IP addresses with text names, the Dynamic Host Configuration Protocol (DHCP) eases the administration of IP addresses, and routing protocols such as the Routing Information Protocol (RIP), the Open Shortest Path First (OSPF), and the Border Gateway Protocol (BGP) enable Layer 3 devices to direct data traffic to the intended destination. IP security allows for authentication and encryption. IP not only allows for user-to-user communication, but also for transmission from point-to-multipoint (known as IP multicasting).

Layer 4

This layer, known as the transport layer, establishes the communication path between user applications and the network infrastructure and defines the method of communicating. TCP and UDP are well-known protocols in the transport layer. TCP is a “connection-oriented” protocol, and requires the establishment of parameters for transmission prior to the exchange of data. Web technology is based on TCP. UDP is “connectionless” and requires no connection setup. This is important for multicast traffic, which cannot tolerate the overhead and latency of TCP. TCP and UDP also differ in the amount of error recovery provided and whether or not it is visible to the user application. Both TCP and UDP are layered on IP, which has minimal error recovery and detection. TCP forces retransmission of data that was lost by the lower layers, UDP does not.

Layer 7

This layer, known as the application layer, provides access to either the end user application software such as a database. Users communicate with the application, which in turn delivers data to the transport layer. Applications do not usually communicate directly with lower layers. They are written to use a specific communication library, like the popular WinSock library.

Software developers must decide what type of transport mechanism is necessary. For example, Web access requires reliable, error-free access and would demand TCP. Multimedia, on the other hand, requires low overhead and latency and commonly uses UDP.

TCP/IP

The TCP/IP protocol suite is a set of protocols that allow computers to share resources across a network. TCP and IP are only two of the Internet suite of protocols, but they are the best known and it has become common to refer the entire family of Internet protocols as TCP/IP.

TCP/IP is a layered set of protocols. An example, such as sending e-mail, can illustrate this. There is first a protocol for sending and receiving e-mail. This protocol defines a set of commands to identify the sender, the recipient, and the content of the e-mail. The e-mail protocol will not handle the actual communication between the two computers as this is done by TCP/IP. TCP/IP handles the actual sending and receiving of the packets that make up the e-mail exchange.

TCP makes sure the e-mail commands and messages are received by the appropriate computers. It keeps track of what is sent and what is received, and retransmits any packets that are lost or dropped. TCP also handles the division of large messages into several Ethernet packets, and makes sure these packets are received and reassembled in the correct order.

Because these functions are required by a large number of applications, they are grouped into a single protocol, rather than being the part of the specifications for just sending e-mail. TCP is then a library of routines that application software can use when reliable network communications are required.

IP is also a library of routines, but with a more general set of functions. IP handles the routing of packets from the source to the destination. This may require the packets to traverse many different networks. IP can route packets through the necessary gateways and provides the functions required for any user on one network to communicate with any user on another connected network.

The communication interface between TCP and IP is relatively simple. When IP received a packet, it does not know how this packet is related to others it has sent (or received) or even which connection the packet is part of. IP only knows the address of the source and the destination of the packet, and it makes its best effort to deliver the packet to its destination.

The information required for IP to do its job is contained in a series of octets added to the beginning of the packet called headers. A header contains a few octets of data added to the packet by the protocol in order to keep track of it.

Other protocols on other network devices can add and extract their own headers to and from packets as they cross networks. This is analogous to putting data into an envelope and sending the envelope to a higher-level protocol, and having the higher-level protocol put the entire envelope into its own, larger envelope. This process is referred to as encapsulation.

Many levels of encapsulation are required for a packet to cross the Internet.

Packet Headers

TCP

Most data transmissions are much longer than a single packet. The data must then be divided up among a series of packets. These packets must be transmitted, received and then reassembled into the original data. TCP handles these functions.

TCP must know how large a packet the network can process. To do this, the TCP protocols at each end of a connection state how large a packet they can handle and the smaller of the two is selected.

The TCP header contains at least 20 octets. The source and destination TCP port numbers are the most important fields. These specify the connection between two TCP protocols on two network devices.

The header also contains a sequence number that is used to ensure the packets are received in the correct order. The packets are not numbered, but rather the octets the packets contain are. If there are 100 octets of data in each packet, the first packet is numbered 0, the second 100, the third 200, etc.

To insure that the data in a packet is received uncorrupted, TCP adds the binary value of all the octets in the packet and writes the sum in the checksum field. The receiving TCP recalculates the checksum and if the numbers are different, the packet is dropped.

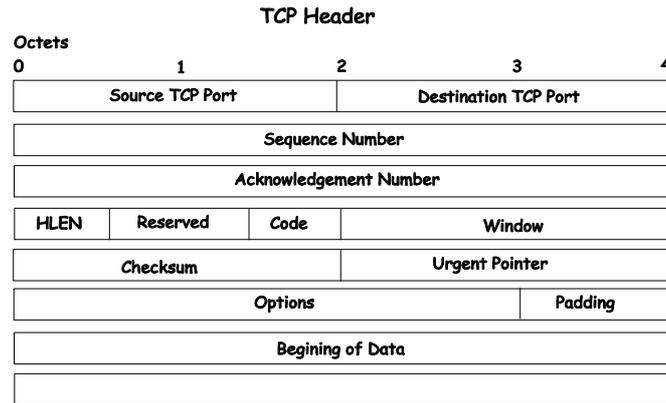


Figure 5-13. TCP Packet Header

When packets have been successfully received, TCP sends an acknowledgement. This is simply a packet that has the acknowledgement number field filled in.

An acknowledgement number of 1000 indicates that all of the data up to octet 1000 has been received. If the transmitting TCP does not receive an acknowledgement in a reasonable amount of time, the data is resent.

The window field controls the amount of data being sent at any one time. It would require too much time and overhead to acknowledge each packet received. Each end of the TCP connection declares how much data it is able to receive at any one time by writing this number of octets in the window field.

The transmitting TCP decrements the number in the window field and when it reaches zero, the transmitting TCP stops sending data. When the receiving TCP can accept more data, it increases the number in the window field. In practice, a single packet can acknowledge the receipt of data and give permission for more data to be sent.

IP

TCP sends its packets to IP with the source and destination IP addresses. IP is only concerned with these IP addresses. It is not concerned with the contents of the packet or the TCP header.

IP finds a route for the packet to get to the other end of the TCP connection. IP adds its own header to the packet to accomplish this.

The IP header contains the source and destination addresses, the protocol number, and another checksum.

The protocol number tells the receiving IP which protocol to give the packet to. Although most IP traffic uses TCP, other protocols can be used (such as UDP).

The checksum is used by the receiving IP in the same way as the TCP checksum.

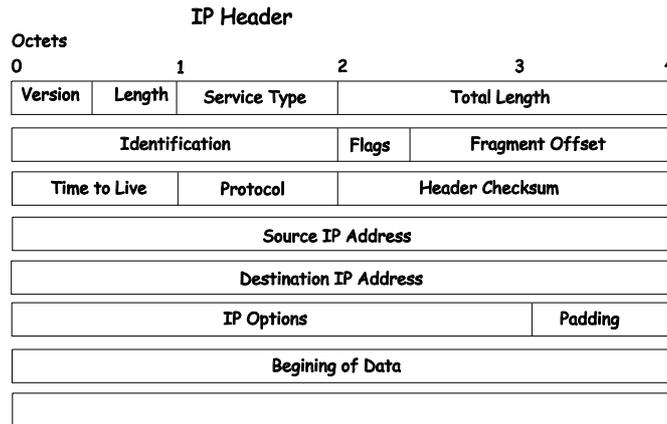


Figure 5-14. IP Packet Header

The flags and fragment offset are used to keep track of packets that must be divided among several smaller packets to cross networks for which they are too large.

The Time-to-Live (TTL) is the number of gateways the packet is allowed to cross between the source and destination. This number is decremented by one when the packet crosses a gateway and when the TTL reaches zero, the packet is dropped. This helps reduce network traffic if a loop develops.

Ethernet

Every active Ethernet device has its own Ethernet address (commonly called the MAC address) assigned to it by the manufacturer. Ethernet uses 48 bit addresses.

The Ethernet header is 14 octets that include the source and destination MAC address and a type code.

There is no relationship between the MAC address of a network node and its IP address. There must be a database of Ethernet addresses and their corresponding IP addresses.

Different protocol families can be in use on the same network. The type code field allows each protocol family to have its own entry.

A checksum is calculated and when the packet is received, the checksum is recalculated. If the two checksums are different, the packet is dropped.

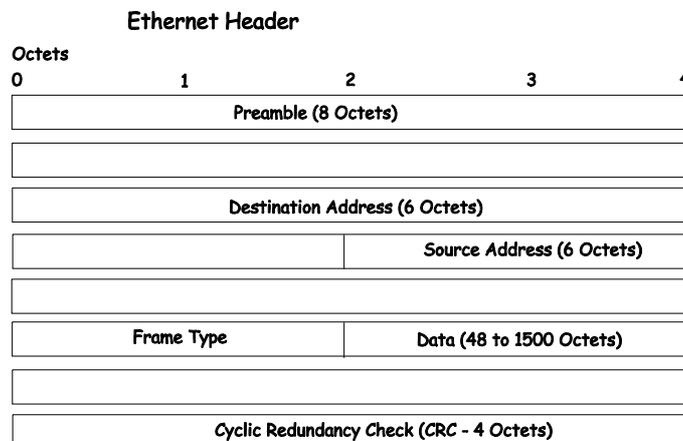


Figure 5-15. Ethernet Packet Header

When a packet is received, the headers are removed. The Ethernet Network Interface Card (NIC) removes the Ethernet header and checks the checksum. It then looks at the type code. If the type code is for IP, the packet is given to IP. IP then removes the IP header and looks at its protocol field. If the protocol field is TCP, the packet is sent to TCP. TCP then looks at the sequence number and uses this number and other data from the headers to reassemble the data into the original file.

TCP and UDP Well-Known Ports

Application protocols run 'on top of' TCP/IP. When an application wants to send data or a message, it gives the data to TCP. Because TCP and IP take care of the networking details, the application can look at the network connection as a simple data stream.

To transfer a file across a network using the File Transfer Protocol (FTP), a connection must first be established. The computer requesting the file transfer must connect specifically to the FTP server on the computer that has the file.

This is accomplished using sockets. A socket is a pair of TCP port numbers used to establish a connection from one computer to another. TCP uses these port numbers to keep track of connections. Specific port numbers are assigned to applications that wait for requests. These port numbers are referred to as 'well-known' ports.

TCP will open a connection to the FTP server using some random port number, 1234 for example, on the local computer. TCP will specify port 21 for the FTP server. Port 21 is the well-known port number for FTP servers. Note that there are two different FTP programs running in this example – an FTP client that requests the file to be transferred, and an FTP server that sends the file to the FTP client. The FTP server accepts commands from the client, so the FTP client must know how to connect to the server (must know the TCP port number) in order to send commands. The FTP Server can use any TCP port number to send the file, so long as it is sent as part of the connection setup.

A TCP connection is then described by a set of four numbers – the IP address and TCP port number for the local computer, and the IP address and TCP port number for the remote computer. The IP address is in the IP header and the TCP port number is in the TCP header.

No two TCP connection can have the same set of numbers, but only one number needs to be different. It is possible, for example, for two users to send files to the same destination at the same time. This could give the following connection numbers:

	Internet addresses	TCP ports
Connection 1	10.42.73.23, 10.128.12.1	1234, 21
Connection 2	10.42.73.23, 10.128.12.1	1235, 21

The same computers are making the connections, so the IP addresses are the same. Both computers are using the same well-known TCP port for the FTP server. The local FTP clients are using different TCP port numbers.

FTP transfers actually involve two different connections. The connection begins by the FTP sending commands to send a particular file. Once the commands are sent, a second connection is opened for the actual data transfer. Although it is possible to send data on the same connection, it is very convenient for the FTP client to be able to continue to send commands (such as 'stop sending this file').

UDP and ICMP

There are many applications that do not require long messages that cannot fit into a single packet. Looking up computer names is an example. Users wanting to make connections to other computers will usually use a name rather than the computer's IP or MAC address. The user's computer must be able

to determine the remote computer's address before a connection can be made. A designated computer on the network will contain a database of computer names and their corresponding IP and MAC addresses. The user's computer will send a query to the name database computer, and the database computer will send a response. Both the query and the response are very short. There is no need to divide the query or response between multiple packets, so the complexity of TCP is not required. If there is no response to the query after a period of time, the query can simply be resent.

The User Datagram Protocol (UDP) is designed for communications that do not require division among multiple packets and subsequent reassembly. UDP does not keep track of what is sent.

UDP uses port numbers in a way that is directly analogous to TCP. There are well-known UDP port numbers for servers that use UDP.

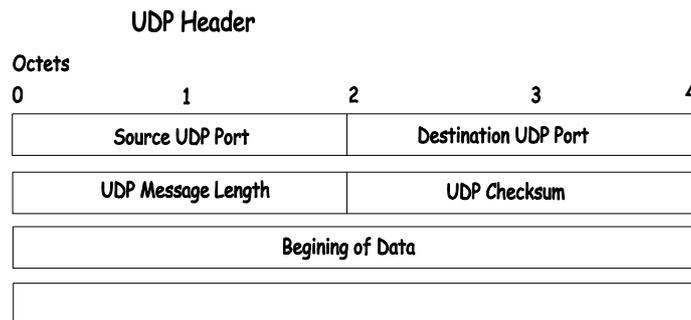


Figure 5-16. Ethernet Packet Header

The UDP header is shorter than a TCP header. UDP also uses a checksum to verify that data is received uncorrupted.

The Internet Control Message Protocol (ICMP) is also a simplified protocol used for error messages and messages used by TCP/IP. ICMP, like UDP, processes messages that will fit into a single packet. ICMP does not, however use ports because its messages are processed by the network software.

The Domain Name System

Computer users usually prefer to use text names for computers they may want to open a connection with. Computers themselves, require 32 bit IP addresses. Somewhere, a database of network devices' text names and their corresponding IP addresses must be maintained.

The Domain Name System (DNS) is used to map names to IP addresses throughout the Internet and has been adapted for use within intranets.

For two DNS servers to communicate across different subnets, the **DNS Relay** of the DES-3326 must be used. The DNS servers are identified by IP addresses.

Mapping Domain Names to Addresses

Name-to-address translation is performed by a program called a Name server. The client program is called a Name resolver. A Name resolver may need to contact several Name servers to translate a name to an address.

The Domain Name System (DNS) servers are organized in a somewhat hierarchical fashion. A single server often holds names for a single network, which is connected to a root DNS server – usually maintained by an ISP.

Domain Name Resolution

The domain name system can be used by contacting the name servers one at a time, or by asking the domain name system to do the complete name translation. The client makes a query containing the name, the type of answer required, and a code specifying whether the domain name system should do the entire name translation, or simply return the address of the next DNS server if the server receiving the query cannot resolve the name.

When a DNS server receives a query, it checks to see if the name is in its subdomain. If it is, the server translates the name and appends the answer to the query, and sends it back to the client. If the DNS server cannot translate the name, it determines what type of name resolution the client requested. A complete translation is called recursive resolution and requires the server to contact other DNS servers until the name is resolved. Iterative resolution specifies that if the DNS server cannot supply an answer, it returns the address of the next DNS server the client should contact.

Each client must be able to contact at least one DNS server, and each DNS server must be able to contact at least one root server.

The address of the machine that supplies domain name service is often supplied by a DHCP or BOOTP server, or can be entered manually and configured into the operating system at startup.

DHCP Servers

The Dynamic Host Configuration Protocol (DHCP) is used to dynamically assign a TCP/IP network configuration to network devices and computers on the network. It also ensures that IP address conflicts do not occur.

IP addresses are assigned from a pool of free addresses. Each IP address assigned has a 'lease' and a 'lease expiration period'. The lease must be periodically renewed. If the lease expires, the IP address is returned to the pool of available IP addresses.

Usually, it is a network policy to assign the same IP address to a given network device or computer each time.

If the IP address lease expires, the network device sends a message to the DHCP server requesting a lease renewal. The DHCP server can send an acknowledgement containing a new lease and updated configuration information.

If an IP address lease cannot be renewed, the network device or computer sends a request to all local DHCP servers attempting to renew the lease. If the DHCP returns a negative acknowledgement, the network device must release its TCP/IP configuration and reinitialize.

When a new TCP/IP configuration is received from a DHCP server, the network device checks for a possible IP address conflict by sending an Address Resolution Protocol (ARP) request that contains its new IP address.

For two DHCP servers to communicate across different subnets, the **BOOTP/DHCP Relay** of the DES-3326 must be used. The DHCP servers are identified by IP addresses.

IP Routing

IP handles the task of determining how packets will get from their source to their destination. This process is referred to as routing.

For IP to work, the local system must be attached to a network. It is safe to assume that any system on this network can send packets to any other system, but when packets must cross other networks to reach a destination on a remote network, these packets must be handled by gateways (also called routers).

Gateways connect a network with one or more other networks. Gateways can be a computer with two network interfaces or a specialized device with multiple network interfaces. The device is designed to forward packets from one network to another.

IP routing is based on the network address of the destination IP address. Each computer has a table of network addresses. For each network address, a corresponding gateway is listed. This is the gateway to use to communicate with that network. The gateway does not have to be directly connected to the remote network, it simply needs to be the first place to go on the way to the remote network.

Before a local computer sends a packet, it first determines whether the destination address is on the local network. If it is, the packet can be sent directly to the remote device. If it is not, the local computer looks for the network address of the destination and the corresponding gateway address. The packet is then sent to the gateway leading to the remote network. There is often only one gateway on a network.

A single gateway is usually defined as a default gateway, if that gateway connects the local network to a backbone network or to the Internet. This default gateway is also used whenever no specific route is found for a packet, or when there are several gateways on a network.

Local computers can use default gateways, but the gateways themselves need a more complete routing table to be able to forward packets correctly. A protocol is required for the gateways to be able to communicate between themselves and to keep their routing tables updated.

Packet Fragmentation and Reassembly

TCP/IP can be used with many different types of networks, but not all network types can handle the same length packets.

When IP is transmitting large files, large packets are much more efficient than small ones. It is preferable to use the largest possible packet size, but still be able to cross networks that require smaller packets.

To do this, IP can 'negotiate' packet size between the local and remote ends of a connection. When an IP connection is first made, the IPs at both ends of the connection state the largest packet they can handle. The smaller of the two is selected.

When an IP connection crosses multiple networks, it is possible that one of the intermediate networks has a smaller packet size limit than the local or remote network. IP is not able to determine the maximum packet size across all of the networks that may make up the route for a connection. IP has, therefore, a method to divide packets into multiple, smaller packets to cross such networks. This division of large packets into smaller packets is referred to as fragmentation.

A field in the TCP header indicates that a packet has been fragmented, and other information aids in the reassembly of the packets into the original data.

Gateways that connect networks of different packet size limits split the large packets into smaller ones and forward the smaller packets on their attached networks.

ARP

The Address Resolution Protocol (ARP) determines the MAC address and IP address correspondence for a network device.

A local computer will maintain an ARP cache that is a table of MAC addresses and the corresponding IP addresses. Before a connection with another computer is made, the local computer first checks its ARP cache to determine whether the remote computer has an entry. If it does, the local computer reads the remote computer's MAC address and writes it into the destination field of the packets to be sent.

If the remote computer does not have an ARP cache entry, the local computer must send an ARP request and wait for a reply.

When the local computer receives the ARP reply packet, the local ARP reads the IP MAC address pair, and then checks the ARP cache for this entry. If there is an entry, it is updated with the new information. If there is no entry, a new entry is made.

There are two possible cases when an ARP packet is received by a local computer. First, the local computer is the target of the request. If it is, the local ARP replies by sending its MAC IP address pair back to the requesting system. Second, if the local computer is not the target of the request, the packet is dropped.

Multicasting

Multicasting is a group of protocols and tools that enable a single source point to send packets to groups of multiple destination points with persistent connections that last for some amount of time. The main advantage to multicasting is a decrease in the network load compared to broadcasting.

Multicast Groups

Class D IP addresses are assigned to a group of network devices that comprise a multicast group. The four most significant four bits of a Class D address are set to "1110". The following 28 bits is referred to as the 'multicast group ID'. Some of the range of Class D addresses are registered with the Internet Assigned Numbers Authority (IANA) for special purposes. For example, the block of multicast addresses ranging from 224.0.0.1 to 224.0.0.225 is reserved for use by routing protocols and some other low-level topology discovery and maintenance protocols.

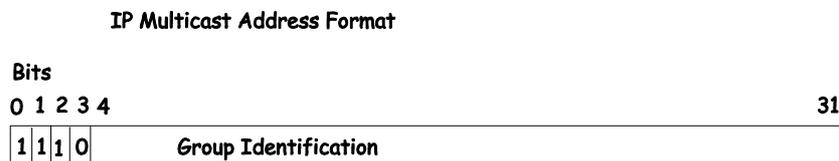


Figure 5-17. Class D Multicast Address

Some of the reserved IP multicast addresses are as follows:

Address	Assignment
224.0.0.0	Base Address (reserved)
224.0.0.1	All Systems on this subnet

224.0.0.2	All Routers on this subnet
224.0.0.3	Unassigned
224.0.0.4	DVMRP Routers
224.0.0.5	OSPF IGP Routers
224.0.0.6	OSPF IGP Designated Routers
224.0.0.7	ST Routers
224.0.0.8	ST Hosts
224.0.0.9	All RIP2 Routers
224.0.0.10	All IGRP Routers
224.0.0.11	Mobile Agents
224.0.0.12	DHCP Servers and Relay Agents
224.0.0.13	All PIM Routers
224.0.0.14	RSVP Encapsulation
224.0.0.15	All CBT Routers
224.0.0.16	Designated Sbm
224.0.0.17	All Sbms
224.0.0.18	VRRP
224.0.0.19	Unassigned
through	
224.0.0.225	
224.0.0.21	DVMRP on MOSPF

Table 5-10. Reserved Multicast Address Assignment

Internet Group Management Protocol (IGMP)

End users that want to receive multicast packets must be able to inform nearby routers that they want to become a multicast group member of the group these packets are being sent to. The Internet Group Management Protocol (IGMP) is used by multicast routers to maintain multicast group membership. IGMP is also used to coordinate between multiple multicast routers that may be present on a network by electing one of the multicast routers as the 'querier'. This router then keep track of the membership of multicast groups that have active members on the network. IGMP is used to determine whether the router should forward multicast packets it receives to the subnetworks it is attached to or not. A multicast router that has received a multicast packet will check to determine if there is at least one member of a multicast group that has requested to receive multicast packets from this source. If there is one member, the packet is forwarded. If there are no members, the packet is dropped.

IGMP Versions 1 and 2

Users that want to receive multicast packets need to be able to join and leave multicast groups. This is accomplished using IGMP.

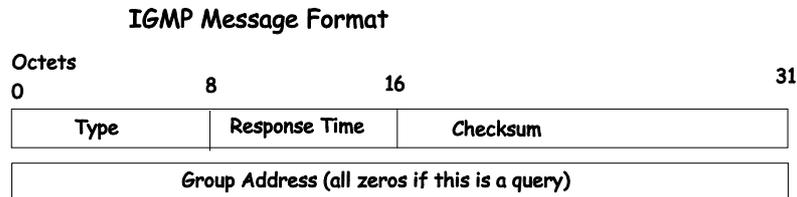


Figure 5-18. IGMP Message Format

The IGMP Type codes are shown below:

Type	Meaning
0x11	Membership Query (if Group Address is 0.0.0.0)
0x11	Specific Group Membership Query (if Group Address is Present)
0x16	Membership Report (version 2)
0x17	Leave a Group (version 2)
0x12	Membership Report (version 1)

Table 5-11. IGMP Type Codes

Multicast routers use IGMP to manage multicast group memberships:

- An IGMP “report” is sent by a user’s computer to join a group
- IGMP version 1 does not have an explicit ‘leave’ message. Group members have an expiration timer, and if this timer expires before a query response is returned, the member is dropped from the group.
- IGMP version 2 introduces an explicit “leave” report. When a user wants to leave a group, this report is sent to the multicast router (for IGMP version 2).
- Multicast routers send IGMP queries (to the all-hosts group address: 224.0.0.1) periodically to see whether any group members exist on their subnetworks. If there is no response from a particular group, the router assumes that there are no group members on the network, and multicast packets are not forwarded.

The TTL field of query messages is set to 1 so that the queries do not get forwarded to other subnetworks.

IGMP version 2 introduces a few extensions to IGMP version 1 such as, the election of a single multicast querier for each network, explicit ‘leave’ reports, and queries that are specific to a particular multicast group.

The router with the lowest IP address is elected as the querier. The explicit group leave message is added to decrease latency, and routers can ask for membership reports from a particular multicast group ID.

The transition states a host will go through to join or leave a multicast group are shown in the diagram below.

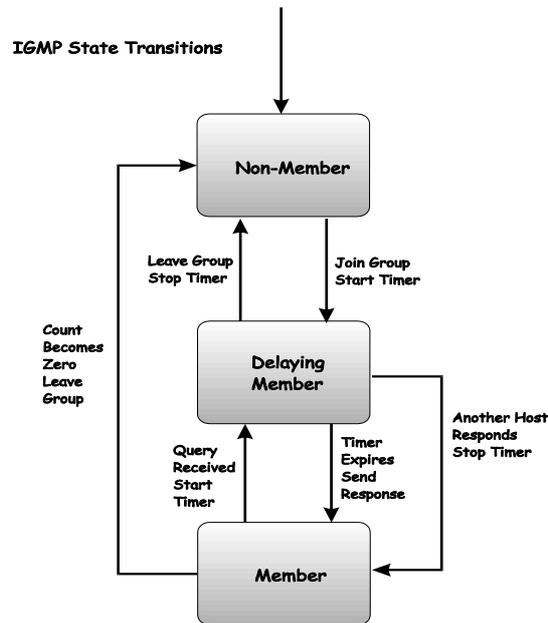


Figure 5-19. IGMP State Transitions

Multicast Routing Algorithms

An algorithm is not a program. An algorithm is a statement of how a problem can be solved. A program is written to implement an algorithm.

Multicast packets are delivered by constructing multicast trees where the multicast router is the trunk, the branches are the various subnetworks that may be present, and the leaves are end recipients of the multicast packets. Several algorithms have been developed to construct these trees and to prune branches that have no active multicast group members.

Flooding

The simplest algorithm for the delivery of multicast packets is for the multicast router to forward a multicast packet to all interfaces. This is referred to as flooding. An equally simple refinement of flooding is to have the router check to determine if a given multicast packet has been received before (in a certain amount of time). If it has, then the packet does not need to be forwarded at all and can be dropped. If the packet is being received for the first time, it should be flooded to all interfaces, except the interface on which it was received. This will ensure that all routers on the network will receive at least one copy of the multicast packet.

There are some obvious disadvantages to this simple algorithm. Flooding duplicates a lot of packets and uses a lot of network bandwidth. A multicast router must also keep a record of the multicast packets it has received (for a period of time) to determine if a given packet has been previously received. So flooding uses a lot of router memory.

Multicast Spanning Trees

A multicast delivery tree that spans the entire network with a single active link between routers (or subnetwork) is called a multicast spanning tree. Links (or branches) are chosen such that there is only one active path between any two routers. When a router receives a multicast packet, it forwards the

packet on all links except the one on which it was received. This guarantees that all routers in the network will receive a copy of the packet. The only information the router needs to store is whether a link is a part of the spanning tree (leads to a router) or not.

Multicast spanning trees do not use group membership information when deciding to forward or drop a given multicast packet.

Reverse Path Broadcasting (RPB)

The Reverse Path Broadcasting (RPB) algorithm is an enhancement of the multicast spanning tree algorithm. RPB constructs a spanning tree for each multicast source. When the router receives a multicast packet, it then checks to determine if the packet was received on the shortest path back from the router to the source. If the packet was received on the shortest path back to the source, the packet is forwarded on all links except the link on which the packet was received. If the packet was not received on the shortest link back to the source, the packet is dropped.

If a link-state routing protocol is in use, RPB on a local router can determine if the path from the source through the local router to an immediately neighboring router. If it is not, the packet will be dropped at the next router and the packet should not be forwarded.

If a distance-vector routing protocol is in use, a neighboring router can either advertise its previous hop for the source as part of its routing update messages. This will 'poison-reverse' the route (or have the local router prune the branch from the multicast source to the neighboring router because the neighboring router has a better route from the source to the next router or subnetwork).

Since multicast packets are forwarded through the shortest route between source and destination, RPB is fast. A given router also does not need information about the entire spanning tree, nor does it need a mechanism to stop the forwarding of packets.

RPB does not use multicast group membership information in its forwarding decisions.

Reverse Path Multicasting (RPM)

Reverse Path Multicasting (RPM) introduces an enhancement to RPB – an explicit method to prune branches of the spanning tree that have no active multicast group members for the source. RPM constructs a tree that spans only subnetworks with multicast group member and routers along the shortest path between the source and the destinations.

When a multicast router receives a multicast packet, it is forwarded using the RPB constructed spanning tree. Subsequent routers in the tree that have no active path to another router are referred to as leaf routers. If the multicast packet is forwarded to a leaf router that has no active multicast group members for the source, the leaf router will send a prune message to the previous router. This will remove the leaf router's branch from the spanning tree, and no more multicast packets (from that source) will be forwarded to it. Prune messages have a TTL equal to one, so they can be sent only one hop (one router) back toward the source. If the previous router receives prune messages from all of its branch and leaf routers, the previous router will then send its own prune message back one router toward the multicast source, and the process will repeat. In this way, multicast group membership information can be used to prune the spanning tree between a given multicast source and the corresponding multicast group.

Since the membership of any given multicast group can change and the network topology can also change, RPM periodically removes all of the prune information it has gathered from its memory, and the entire process repeats. This gives all subsequent routers on the network a chance to receive multicast packets from all multicast sources on the network. It also gives all users a chance to join a given multicast group.

Multicast Routing Protocols

This section contains an overview of two multicast routing protocols – Distance Vector Multicast Routing Protocol (DVMRP), and Protocol Independent Multicast-Dense Mode

(PIM-DM). The most commonly used routing protocol (not a multicast routing protocol), the Routing Information Protocol, is discussed in a later section.

Distance Vector Multicast Routing Protocol (DVMRP)

The Distance Vector Multicast Routing Protocol (DVMRP) was derived from the Routing Information Protocol (RIP) with the introduction of multicast delivery trees constructed from information about the 'distance' from the local router back toward the multicast source. DVMRP uses an RPM algorithm to construct its multicast delivery trees.

The first multicast packet received by a multicast router using DVMRP is flooded to all interfaces except the one on which the packet was received. Subsequent prune messages are used to prune branches of the delivery tree that are either not on the shortest path back to the multicast source, or that have no active multicast group members. A 'graft' message is added that allows a previously pruned branch of the multicast delivery tree to be reactivated. This allows for lower latency when a leaf router adds a new member to a multicast membership group. Graft messages are forwarded one hop (one router) back at a time toward a multicast source until they reach a router that is on an active branch of the multicast delivery tree.

If there is more than one multicast router on a network, the one that has the shortest path back to the multicast source is elected to forward multicast packets from that source. All other routers will discard multicast packets from that source. If two multicast routers on a network have the same distance back to a multicast source, the router with the lowest IP address is elected.

DVMRP also supports tunnel interfaces, where two multicast routers are connected through a router that cannot process multicast packets. This allows multicast packets to cross networks with routers that are not multicast-aware.

Protocol-Independent Multicast – Dense Mode

There are two protocols in Protocol Independent Multicast (PIM), Protocol Independent Multicast-Dense Mode (PIM-DM) which is used when the multicast destinations are closely spaced, and Protocol Independent Multicast-Sparse Mode (PIM-SM) which is used when the multicast destinations are spaced further apart. PIM-DM is most commonly implemented in an intranetwork (LAN) where the distance between users is minimal.

Routing Protocols

Routing Information Protocol (RIP)

The Routing Information Protocol is a distance-vector routing protocol. There are two types of network devices running RIP – active and passive. Active devices advertise their routes to others through RIP messages, while passive devices listen to these messages. Both active and passive routers update their routing tables based upon RIP messages that active routers exchange. Only routers can run RIP in the active mode.

Every 30 seconds, a router running RIP broadcasts a routing update containing a set of pairs of network addresses and a distance (represented by the number of hops or routers between the advertising router and the remote network). So, the vector is the network address and the distance is measured by the number of routers between the local router and the remote network.

RIP measures distance by an integer count of the number of hops from one network to another. A router is one hop from a directly connected network, two hops from a network that can be reached through a router, etc. The more routers between a source and a destination, the greater the RIP distance (or hop count).

There are a few rules to the routing table update process that help to improve performance and stability. A router will not replace a route with a newly learned one if the new route has the same hop count (sometimes referred to as 'cost'). So learned routes are retained until a new route with a lower hop count is learned.

When learned routes are entered into the routing table, a timer is started. This timer is restarted every time this route is advertised. If the route is not advertised for a period of time (usually 180 seconds), the route is removed from the routing table.

RIP does not have an explicit method to detect routing loops. Many RIP implementations include an authorization mechanism (a password) to prevent a router from learning erroneous routes from unauthorized routers.

To maximize stability, the hop count RIP uses to measure distance must have a low maximum value. Infinity (that is, the network is unreachable) is defined as 16 hops. In other words, if a network is more than 16 routers from the source, the local router will consider the network unreachable.

RIP can also be slow to converge (to remove inconsistent, unreachable or looped routes from the routing table) because RIP messages propagate relatively slowly through a network.

Slow convergence can be solved by using split horizon update, where a router does not propagate information about a route back to the interface on which it was received. This reduces the probability of forming transient routing loops.

Hold down can be used to force a router to ignore new route updates for a period of time (usually 60 seconds) after a new route update has been received. This allows all routers on the network to receive the message.

A router can 'poison reverse' a route by adding an infinite (16) hop count to a route's advertisement. This is usually used in conjunction with triggered updates, which force a router to send an immediate broadcast when an update of an unreachable network is received.

RIP Version 1 Message Format

There are two types of RIP messages: routing information messages and information requests. The same format is used by both types.

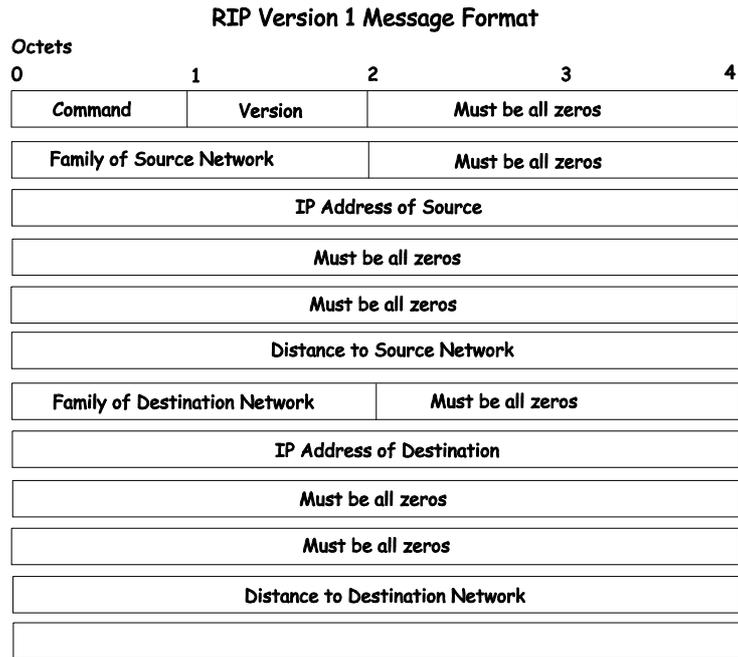


Figure 5-20. RIP v.1 Message Format

The COMMAND field specifies an operation according the following table:

Command	Meaning
1	Request for partial or full routing information
2	Response containing network-distance pairs from sender's routing table
3	Turn on trace mode (obsolete)
4	Turn off trace mode (obsolete)
5	Reserved for Sun Microsystem's internal use
9	Update Request
10	Update Response
11	Update Acknowledgement

Table 5-12. RIP Command Codes

The field VERSION contains the protocol version number (1 in this case), and is used by the receiver to verify which version of RIP the packet was sent from.

RIP 1 Message

RIP is not limited to TCP/IP. Its address format can support up to 14 octets (when using IP, the remaining 10 octets must be zeros). Other network protocol suites can be specified in the Family of Source Network field (IP has a value of 2). This will determine how the address field is interpreted.

RIP specifies that the IP address 0.0.0.0 denotes a default route.

The distances, measured in router hops are entered in the Distance to Source Network, and Distance to Destination Network fields.

RIP 1 Route Interpretation

RIP was designed to be used with classed address schemes, and does not include an explicit subnet mask. An extension to version 1 does allow routers to exchange subnetted addresses, but only if the subnet mask used by the network is the same as the subnet mask used by the address. This means the RIP version 1 cannot be used to propagate classless addresses.

Routers running RIP version 1 must send different update messages for each IP interface to which it is connected. Interfaces that use the same subnet mask as the router's network can contain subnetted routes, other interfaces cannot. The router will then advertise only a single route to the network.

RIP Version 2 Extensions

RIP version 2 includes an explicit subnet mask entry, so RIP version 2 can be used to propagate variable length subnet addresses or CIDR classless addresses. RIP version 2 also adds an explicit next hop entry, which speeds convergence and helps prevent the formation of routing loops.

RIP2 Message Format

The message format used with RIP2 is an extension of the RIP1 format:

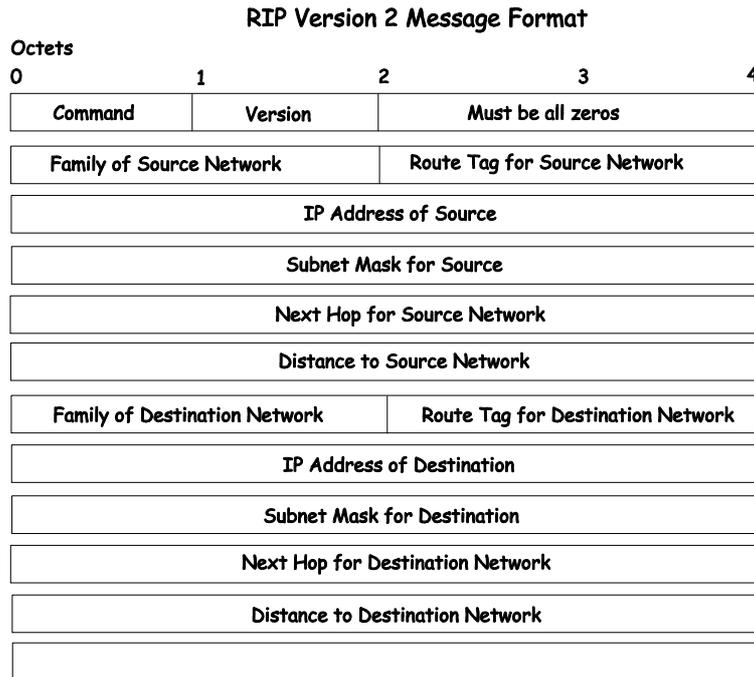


Figure 5-21. RIP Message Format

RIP version 2 also adds a 16-bit route tag that is retained and sent with router updates. It can be used to identify the origin of the route.

Because the version number in RIP2 occupies the same octet as in RIP1, both versions of the protocols can be used on a given router simultaneously without interference.

Open Shortest Path First (OSPF)

The Open Shortest Path First (OSPF) routing protocol uses a *link-state* algorithm to determine routes to network destinations. A “link” is an interface on a router and the “state” is a description of that interface and its relationship to neighboring routers. The state contains information such as the IP address, subnet mask, type of network the interface is attached to, other routers attached to the network, etc. The collection of link-states is then collected in a link-state database that is maintained by routers running OSPF.

OSPF specifies how routers will communicate to maintain their link-state database and defines several concepts about the topology of networks that use OSPF.

To limit the extent of link-state update traffic between routers, OSPF defines the concept of *Area*. All routers within an area share the exact same link-state database, and a change to this database on one router triggers an update to the link-state database of all other routers in that area. Routers that have interfaces connected to more than one area are called *Border Routers* and take the responsibility of distributing routing information between areas.

One area is defined as *Area 0* or the *Backbone*. This area is central to the rest of the network in that all other areas have a connection (through a router) to the backbone. Only routers have connections to the backbone and OSPF is structured such that routing information changes in other areas will be introduced into the backbone, and then propagated to the rest of the network.

When constructing a network to use OSPF, it is generally advisable to begin with the backbone (area 0) and work outward.

The Link-State Algorithm

An OSPF router uses a link-state algorithm to build a shortest path tree to all destinations known to the router. The following is a simplified description of the algorithm's steps:

1. When OSPF is started, or when a change in the routing information changes, the router generates a link-state advertisement. This advertisement is a specially formatted packet that contains information about all the link-states on the router.
2. This link-state advertisement is flooded to all router in the area. Each router that receives the link-state advertisement will store the advertisement and then forward a copy to other routers.
3. When the link-state database of each router is updated, the individual routers will calculate a Shortest Path Tree to all destinations – with the individual router as the root. The IP routing table will then be made up of the destination address, associated cost, and the address of the next hop to reach each destination.
4. Once the link-state databases are updated, Shortest Path Trees calculated, and the IP routing tables written – if there are no subsequent changes in the OSPF network (such as a network link going down) there is very little OSPF traffic.

The Shortest Path Algorithm

The Shortest Path to a destination is calculated using the Dijkstra algorithm. Each router is places at the root of a tree and then calculates the shortest path to each destination based on the cumulative cost to reach that destination over multiple possible routes. Each router will then have its own Shortest Path Tree (from the perspective of its location in the network area) even though every router in the area will have and use the exact same link-state database.

The following sections describe the information used to build the Shortest Path Tree.

OSPF Cost

Each OSPF interface has an associated cost (also called “metric”) that is representative of the overhead required to send packets over that interface. This cost is inversely proportional to the bandwidth of the interface (i.e. a higher bandwidth interface has a lower cost). There is then a higher cost (and longer time delays) in sending packets over a 56 Kbps dial-up connection than over a 10 Mbps Ethernet connection. The formula used to calculate the OSPF cost is as follows:

$$\text{Cost} = 100,000,000 / \text{bandwidth in bps}$$

As an example, the cost of a 10 Mbps Ethernet line will be 10 and the cost to cross a 1.544 Mbps T1 line will be 64.

Shortest Path Tree

To build Router A's shortest path tree for the network diagramed below, Router A is put at the root of the tree and the smallest cost link to each destination network is calculated.

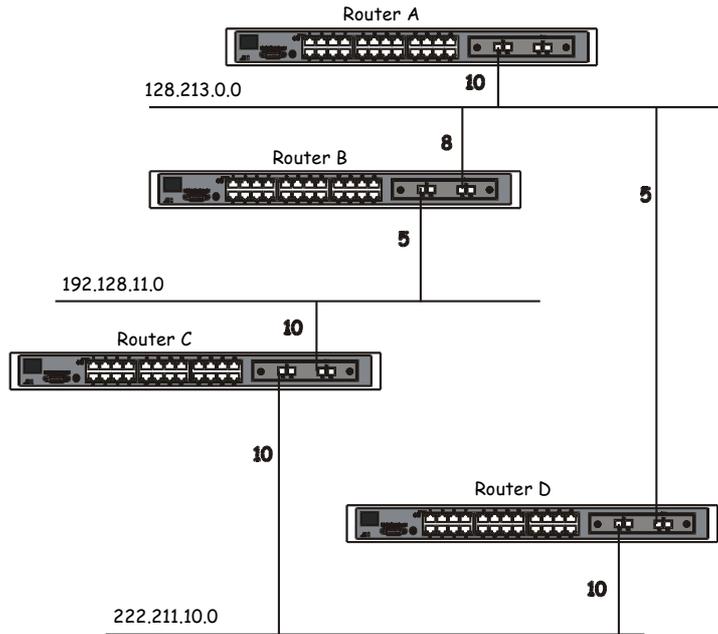


Figure 5-22. Constructing a Shortest Path Tree

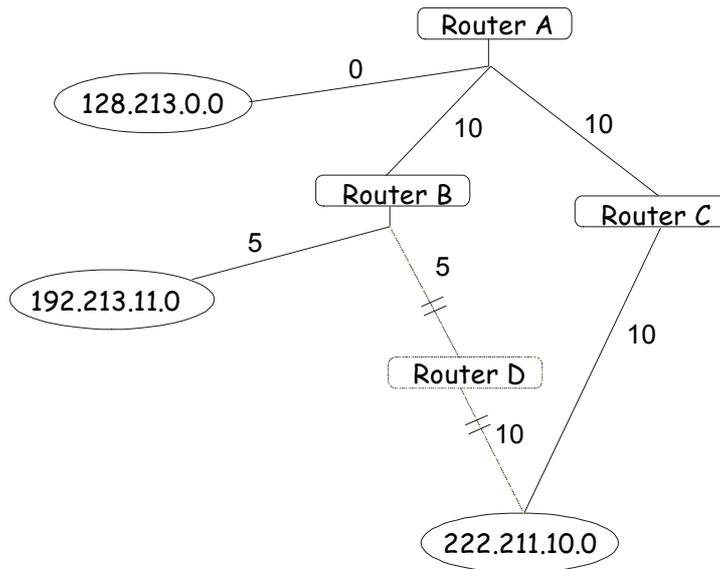


Figure 5-23. Constructing a Shortest Path Tree

The diagram above shows the network from the viewpoint of Router A. Router A can reach 192.213.11.0 through Router B with a cost of $10+5=15$. Router A can reach 222.211.10.0 through Router C with a cost of $10+10=20$. Router A can also reach 222.211.10.0 through Router B and Router D with a cost of $10+5+10=25$, but the cost is higher than the route through Router C. This higher-cost route will not be included in the Router A's shortest path tree. The resulting tree will look like this:

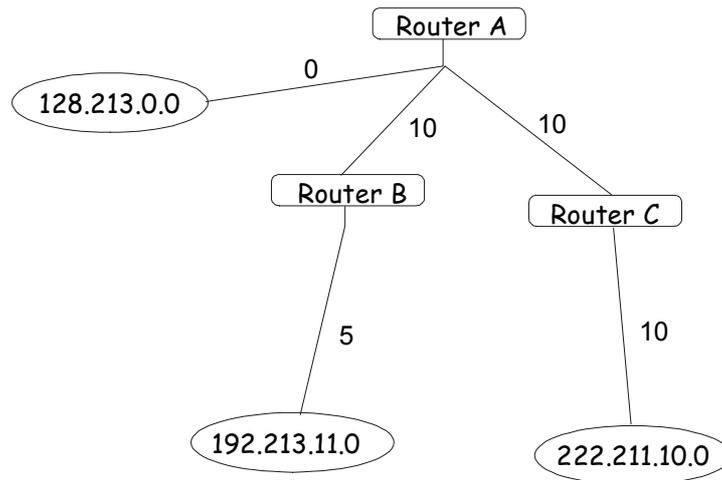


Figure 5-24. Constructing a Shortest Path Tree - Completed

Note that this shortest path tree is only from the viewpoint of Router A. The cost of the link from Router B to Router A, for instance is not important to constructing Router A's shortest path tree, but is very important when Router B is constructing its shortest path tree.

Note also that directly connected networks are reached at a cost of 0, while other networks are reached at the cost calculated in the shortest path tree.

Router A can now build its routing table using the network addresses and costs calculated in building the above shortest path tree.

Areas and Border Routers

OSPF link-state updates are forwarded to other routers by flooding to all routers on the network. OSPF uses the concept of areas to define where on the network routers that need to receive particular link-state updates are located. This helps ensure that routing updates are not flooded throughout the entire network and to reduce the amount of bandwidth consumed by updating the various router's routing tables.

Areas establish boundaries beyond which link-state updates do not need to be flooded. So the exchange of link-state updates and the calculation of the shortest path tree are limited to the area that the router is connected to.

Routers that have connections to more than one area are called Border Routers (BR). The Border Routers have the responsibility of distributing necessary routing information and changes between areas.

Areas are specific to the router interface. A router that has all of its interfaces in the same area is called an Internal Router. A router that has interfaces in multiple areas is called a Border Router. Routers that act as gateways to other networks (possibly using other routing protocols) are called Autonomous System Border Routers (ASBRs).

Link-State Packets

There are different types of link-state packets, four are illustrated below:

- Router Link-State Updates – these describe a router's links to destinations within an area.

- Summary Link-State Updates – issued by Border Routers and describe links to networks outside the area but within the Autonomous System (AS).
- Network Link-State Updates – issued by multi-access areas that have more than one attached router. One router is elected as the Designated Router (DR) and this router issues the network link-state updates describing every router on the segment.
- External Link-State Updates – issued by an Autonomous System Border Router and describes routes to destinations outside the AS or a default route to the outside AS.

The format of these link-state updates is described in more detail below.

Router link-state updates are flooded to all routers in the current area. These updates describe the destinations reachable through all of the router's interfaces.

Summary link-state updates are generated by Border Routers to distribute routing information about other networks within the AS. Normally, all Summary link-state updates are forwarded to the backbone (area 0) and are then forwarded to all other areas in the network. Border Routers also have the responsibility of distributing routing information from the Autonomous System Border Router in order for routers in the network to get and maintain routes to other Autonomous Systems.

Network link-state updates are generated by a router elected as the Designated Router on a multi-access segment (with more than one attached router). These updates describe all of the routers on the segment and their network connections.

External link-state updates carry routing information to networks outside the Autonomous System. The Autonomous System Border Router is responsible for generating and distributing these updates.

OSPF Authentication

OSPF packets can be authenticated as coming from trusted routers by the use of predefined passwords. The default for routers is to use not authentication.

There are two other authentication methods – simple password authentication (key) and Message Digest authentication (MD-5).

Simple Password Authentication

A password (or key) can be configured on a per-area basis. Routers in the same area that participate in the routing domain must be configured with the same key. This method is possibly vulnerable to passive attacks where a link analyzer is used to obtain the password.

Message Digest Authentication (MD-5)

MD-5 authentication is a cryptographic method. A key and a key-ID are configured on each router. The router then uses an algorithm to generate a mathematical “message digest” that is derived from the OSPF packet, the key and the key-ID. This message digest (a number) is then appended to the packet. The key is not exchanged over the wire and a non-decreasing sequence number is included to prevent replay attacks.

The Backbone and Area 0

OSPF limits the number of link-state updates required between routers by defining areas within which a given router operates. When more than one area is configured, one area is designated as area 0 – also called the backbone.

The backbone is at the center of all other areas – all areas of the network have a physical (or virtual) connection to the backbone through a router. OSPF allows routing information to be distributed by forwarding it into area 0, from which the information can be forwarded to all other areas (and all other routers) on the network.

In situations where an area is required, but is not possible to provide a physical connection to the backbone, a virtual link can be configured.

Virtual Links

Virtual links accomplish two purposes:

1. Linking an area that does not have a physical connection to the backbone.
2. Patching the backbone in case there is a discontinuity in area 0.

Areas Not Physically Connected to Area 0

All areas of an OSPF network should have a physical connection to the backbone, but in some cases it is not possible to physically connect a remote area to the backbone. In these cases, a virtual link is configured to connect the remote area to the backbone. A virtual path is a logical path between two border routers that have a common area, with one border router connected to the backbone.

Partitioning the Backbone

OSPF also allows virtual links to be configured to connect the parts of the backbone that are discontinuous. This is the equivalent to linking different area 0s together using a logical path between each area 0. Virtual links can also be added for redundancy to protect against a router failure. A virtual link is configured between two border routers that both have a connection to their respective area 0s.

Neighbors

Routers that are connected to the same area or segment become neighbors in that area. Neighbors are elected via the Hello protocol. IP multicast is used to send out Hello packets to other routers on the segment. Routers become neighbors when they see themselves listed in a Hello packet sent by another router on the same segment. In this way, two-way communication is guaranteed to be possible between any two neighbor routers.

Any two routers must meet the following conditions before they become neighbors:

- **Area ID** – two routers having a common segment – their interfaces have to belong to the same area on that segment. Of course, the interfaces should belong to the same subnet and have the same subnet mask.
- **Authentication** – OSPF allows for the configuration of a password for a specific area. Two routers on the same segment and belonging to the same area must also have the same OSPF password before they can become neighbors.
- **Hello and Dead Intervals** – The Hello interval specifies the length of time, in seconds, between the hello packets that a router sends on an OSPF interface. The dead interval is the number of seconds that a router's Hello packets have not been seen before its neighbors declare the OSPF router down. OSPF routers exchange Hello packets on each segment in order to acknowledge each other's existence on a segment and to elect a Designated Router on multi-access segments. OSPF requires these intervals to be exactly the same between any two neighbors. If any of these intervals are different, these routers will not become neighbors on a particular segment.

- **Stub Area Flag** – any two routers also have to have the same stub area flag in their Hello packets in order to become neighbors.

Adjacencies

Adjacent routers go beyond the simple Hello exchange and participate in the link-state database exchange process. OSPF elects one router as the Designated Router (DR) and a second router as the Backup Designated Router (BDR) on each multi-access segment (the BDR is a backup in case of a DR failure). All other routers on the segment will then contact the DR for link-state database updates and exchanges. This limits the bandwidth required for link-state database updates.

Designated Router Election

The election of the DR and BDR is accomplished using the Hello protocol. The router with the highest OSPF priority on a given multi-access segment will be elected the DR for that segment. In case of a tie, the router with the highest Router ID wins. The default OSPF priority is 1. A priority of zero indicates a router that cannot be elected as the DR.

Building Adjacency

Two routers undergo a multi-step process in building the adjacency relationship. The following is a simplified description of the steps required:

- **Down** – No information has been received from any router on the segment.
- **Attempt** – On non-broadcast multi-access networks (such as Frame Relay or X.25), this state indicates that no recent information has been received from the neighbor. An effort should be made to contact the neighbor by sending Hello packets at the reduced rate set by the Poll Interval.
- **Init** – The interface has detected a Hello packet coming from a neighbor but bi-directional communication has not yet been established.
- **Two-way** – Bi-directional communication with a neighbor has been established. The router has seen its address in the Hello packets coming from a neighbor. At the end of this stage the DR and BDR election would have been done. At the end of the Two-way stage, routers will decide whether to proceed in building an adjacency or not. The decision is based on whether one of the routers is a DR or a BDR or the link is a point-to-point or virtual link.
- **Exstart** – (Exchange Start) Routers establish the initial sequence number that is going to be used in the information exchange packets. The sequence number insures that routers always get the most recent information. One router will become the primary and the other will become secondary. The primary router will poll the secondary for information.
- **Exchange** – Routers will describe their entire link-state database by sending database description packets.
- **Loading** – The routers are finalizing the information exchange. Routers have link-state request list and a link-state retransmission list. Any information that looks incomplete or outdated will be put on the request list. Any update that is sent will be put on the retransmission list until it gets acknowledged.
- **Full** – The adjacency is now complete. The neighboring routers are fully adjacent. Adjacent routers will have the same link-state database.

Adjacencies on Point-to-Point Interfaces

OSPF Routers that are linked using point-to-point interfaces (such as serial links) will always form adjacencies. The concepts of DR and BDR are unnecessary.

OSPF Packet Formats

All OSPF packet types begin with a standard 24-byte header and there are five packet types. The header is described first, and each packet type is described in a subsequent section.

All OSPF packets (except for Hello packets) forward link-state advertisements. Link-State Update packets, for example, flood advertisements throughout the OSPF routing domain.

- OSPF packet header
- Hello packet
- Database Description packet
- Link-State Request packet
- The Link-State Update packet
- Link-State Acknowledgment packet

The OSPF Packet Header

Every OSPF packet is preceded by a common 24-byte header. This header contains the information necessary for a receiving router to determine if the packet should be accepted for further processing.

The format of the OSPF packet header is shown below:

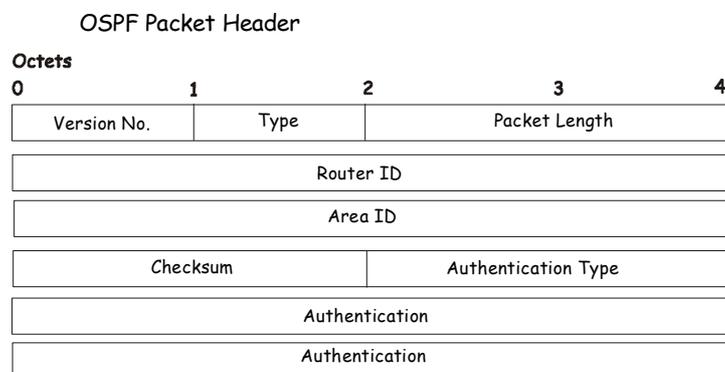


Figure 5-25. OSPF Packet Header

Field	Description												
Version No.	The OSPF version number												
Type	The OSPF packet type. The OSPF packet types are as follows: <table border="1"> <thead> <tr> <th>Type</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Hello</td> </tr> <tr> <td>2</td> <td>Database Description</td> </tr> <tr> <td>3</td> <td>Link-State Request</td> </tr> <tr> <td>4</td> <td>Link-State Update</td> </tr> <tr> <td>5</td> <td>Link-State Acknowledgment</td> </tr> </tbody> </table>	Type	Description	1	Hello	2	Database Description	3	Link-State Request	4	Link-State Update	5	Link-State Acknowledgment
Type	Description												
1	Hello												
2	Database Description												
3	Link-State Request												
4	Link-State Update												
5	Link-State Acknowledgment												
Packet Length	The length of the packet in bytes. This length includes the 24-byte header.												
Router ID	The Router ID of the packet's source.												
Area ID	A 32-bit number identifying the area that this packet belongs to. All OSPF packets are associated with a single area. Packets traversing a virtual link are assigned the backbone Area ID of 0.0.0.0												
Checksum	A standard IP checksum that includes all of the packet's contents except for the 64-bit authentication field.												
Authentication Type	The type of authentication to be used for the packet.												
Authentication	A 64-bit field used by the authentication scheme.												

Table 5-13. OSPF Packet Header

The Hello Packet

Hello packets are OSPF packet type 1. They are sent periodically on all interfaces, including virtual links, in order to establish and maintain neighbor relationships. In addition, Hello Packets are multicast on those physical networks having a multicast or broadcast capability, enabling dynamic discovery of neighboring routers.

All routers connected to a common network must agree on certain parameters such as the Network Mask, the Hello Interval, and the Router Dead Interval. These parameters are included in hello packets, so that differences can inhibit the forming of neighbor relationships. A detailed explanation of the receive processing for Hello packets, so that differences can inhibit the forming of neighbor relationships.

The format of the Hello packet is shown below:

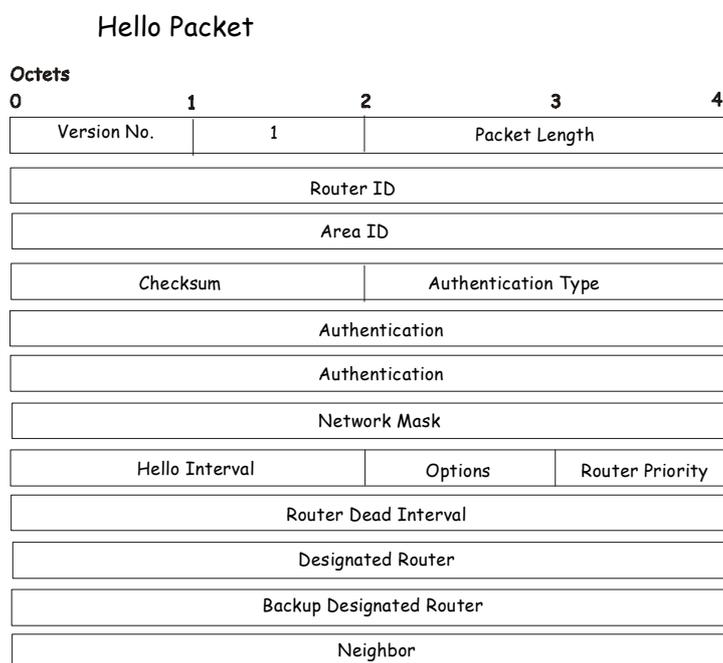


Figure 5-26. Hello Packet

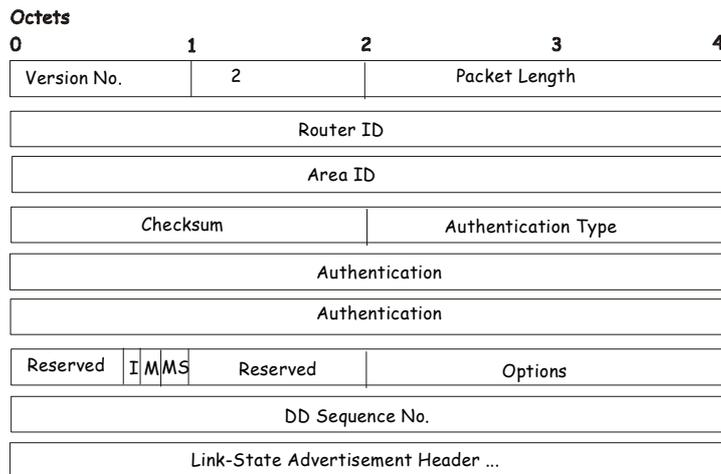
Field	Description
Network Mask	The network mask associated with this interface.
Options	The optional capabilities supported by the router.
Hello Interval	The number of seconds between this router's Hello packets.
Router Priority	This router's Router Priority. The Router Priority is used in the election of the DR and BDR. If this field is set to 0, the router is ineligible to become the DR or the BDR.
Router Dead Interval	The number of seconds that must pass before declaring a silent router as down.
Designated Router	The identity of the DR for this network, in the view of the advertising router. The DR is identified here by its IP interface address on the network.
Backup Designated Router	The identity of the Backup Designated Router (BDR) for this network. The BDR is identified here by its IP interface address on the network. This field is set to 0.0.0.0 if there is no BDR.
Neighbor	The Router Ids of each router from whom valid Hello packets have been seen within the Router Dead Interval on the network.

Table 5-14. Hello Packet

The Database Description Packet

Database Description packets are OSPF packet type 2. These packets are exchanged when an adjacency is being initialized. They describe the contents of the topological database. Multiple packets may be used to describe the database. For this purpose a poll-response procedure is used. One of the routers is designated to be master, the other a slave. The master sends Database Description packets (polls) that are acknowledged by Database Description packets sent by the slave (responses). The responses are linked to the polls via the packets' DD sequence numbers.

Database Description Packet

**Figure 5-27. Database Description Packet**

Field	Description
Options	The optional capabilities supported by the router.
I – bit	The Initial bit. When set to 1, this packet is the first in the sequence of Database Description packets.
M – bit	The More bit. When set to 1, this indicates that more Database Description packets will follow.
MS – bit	The Master Slave bit. When set to 1, this indicates that the router is the master during the Database Exchange process. A zero indicates the opposite.
DD Sequence Number	User to sequence the collection of Database Description Packets. The initial value (indicated by the Initial bit being set) should be unique. The DD sequence number then increments until the complete database description has been sent.

Table 5-15. Database Description Packet

The rest of the packet consists of a list of the topological database's pieces. Each link state advertisement in the database is described by its link state advertisement header.

The Link-State Request Packet

Link-State Request packets are OSPF packet type 3. After exchanging Database Description packets with a neighboring router, a router may find that parts of its topological database are out of date. The Link-State Request packet is used to request the pieces of the neighbor's database that are more up to date. Multiple Link-State Request packets may need to be used. The sending of Link-State Request packets is the last step in bringing up an adjacency.

A router that sends a Link-State Request packet has in mind the precise instance of the database pieces it is requesting, defined by LS sequence number, LS checksum, and LS age, although these fields are not specified in the Link-State Request packet itself. The router may receive even more recent instances in response.

The format of the Link-State Request packet is shown below:

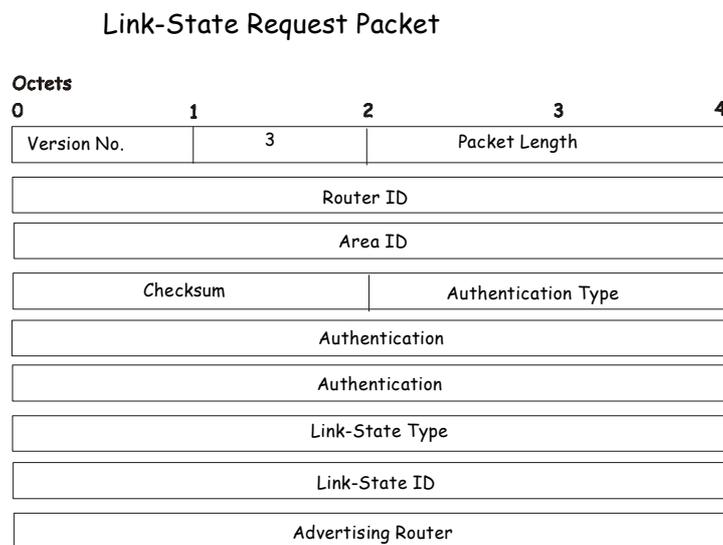


Figure 5-29. Link-State Request Packet

Each advertisement requested is specified by its Link-State Type, Link-State ID, and Advertising Router. This uniquely identifies the advertisement, but not its instance. Link-State Request packets are understood to be requests for the most recent instance.

The Link-State Update Packet

Link-State Update packets are OSPF packet type 4. These packets implement the flooding of link-state advertisements. Each Link-State Update packet carries a collection of link-state advertisements one hop further from its origin. Several link-state advertisements may be included in a single packet.

Link-State Update packets are multicast on those physical networks that support multicast/broadcast. In order to make the flooding procedure reliable, flooded advertisements are acknowledged in Link-State Acknowledgment packets. If retransmission of certain advertisements is necessary, the retransmitted advertisements are always carried by unicast Link-State Update packets.

The format of the Link-State Update packet is shown below:

Link-State Update Packet

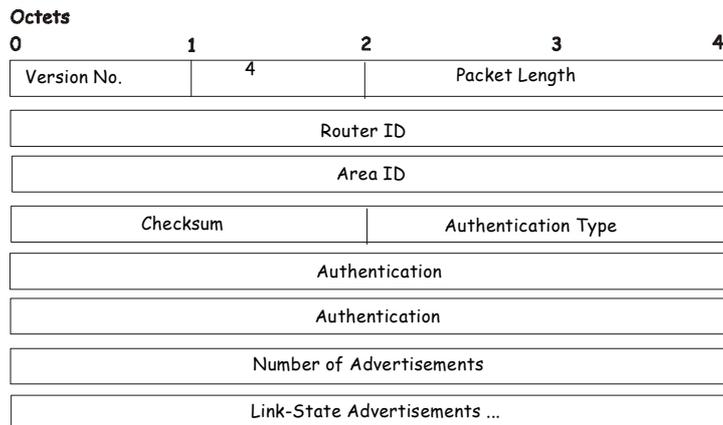


Figure 5-30. Link-State Update Packet

The body of the Link-State Update packet consists of a list of link-state advertisements. Each advertisement begins with a common 20-byte header, the link-state advertisement header. Otherwise, the format of each of the five types of link-state advertisements is different.

The Link-State Acknowledgment Packet

Link-State Acknowledgment packets are OSPF packet type 5. To make the folding of link-state advertisements reliable, flooded advertisements are explicitly acknowledged. This acknowledgment is accomplished through the sending and receiving of Link-State Acknowledgment packets. Multiple link-state advertisements can be acknowledged in a single Link-State Acknowledgment packet.

Depending on the state of the sending interface and the source of the advertisements being acknowledged, a Link-State Acknowledgment packet is sent either to the multicast address AllSPFRouters, to the multicast address AllDRouters, or as a unicast packet.

The format of this packet is similar to that of the Data Description packet. The body of both packets is simply a list of link-state advertisement headers.

The format of the Link-State Acknowledgment packet is shown below:

Link-State Acknowledgment Packet

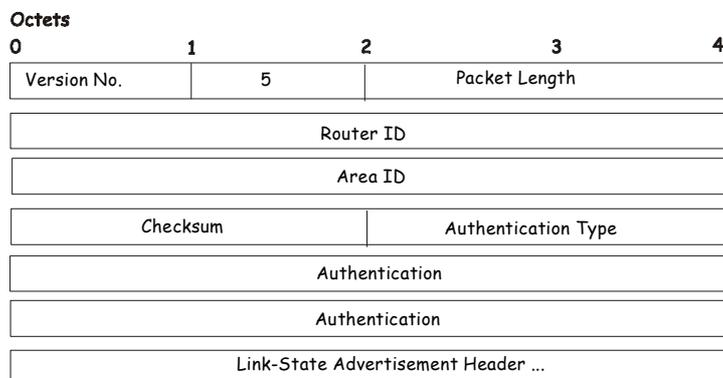


Figure 5-31. Link-State Acknowledgement Packet

Each acknowledged link-state advertisement is described by its link-state advertisement header. It contains all the information required to uniquely identify both the advertisement and the advertisement's current instance.

Link-State Advertisement Formats

There are five distinct types of link-state advertisements. Each link-state advertisement begins with a standard 20-byte link-state advertisement header. Succeeding sections then diagram the separate link-state advertisement types.

Each link-state advertisement describes a piece of the OSPF routing domain. Every router originates a router links advertisement. In addition, whenever the router is elected as the Designated Router, it originates a network links advertisement. Other types of link-state advertisements may also be originated. The flooding algorithm is reliable, ensuring that all routers have the same collection of link-state advertisements. The collection of advertisements is called the link-state (or topological) database.

From the link-state database, each router constructs a shortest path tree with itself as root. This yields a routing table.

There are four types of link state advertisements, each using a common link state header. These are:

- Router Links Advertisements
- Network Links Advertisements
- Summary Link Advertisements
- Autonomous System Link Advertisements

The Link State Advertisement Header

All link state advertisements begin with a common 20-byte header. This header contains enough information to uniquely identify the advertisements (Link State Type, Link State ID, and Advertising Router). Multiple instances of the link state advertisement may exist in the routing domain at the same time. It is then necessary to determine which instance is more recent. This is accomplished by examining the link state age, link state sequence number and link state checksum fields that are also contained in the link state advertisement header.

The format of the Link State Advertisement Header is shown below:

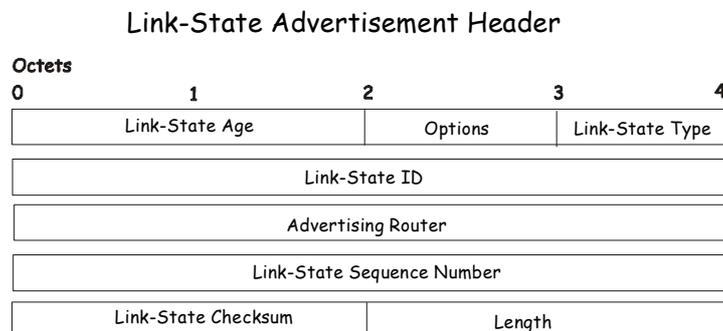


Figure 5-32. Link-State Advertisement Header

Field	Description												
Link State Age	The time in seconds since the link state advertisement was originated.												
Options	The optional capabilities supported by the described portion of the routing domain.												
Link State Type	The type of the link state advertisement. Each link state type has a separate advertisement format. The link state types are as follows: <table border="1" data-bbox="566 604 1045 929"> <thead> <tr> <th>Type</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Router Links</td> </tr> <tr> <td>2</td> <td>Network Links</td> </tr> <tr> <td>3</td> <td>Summary Link (IP Network)</td> </tr> <tr> <td>4</td> <td>Summary Link (ASBR)</td> </tr> <tr> <td>5</td> <td>AS External Link</td> </tr> </tbody> </table>	Type	Description	1	Router Links	2	Network Links	3	Summary Link (IP Network)	4	Summary Link (ASBR)	5	AS External Link
Type	Description												
1	Router Links												
2	Network Links												
3	Summary Link (IP Network)												
4	Summary Link (ASBR)												
5	AS External Link												
Link State ID	This field identifies the portion of the internet environment that is being described by the advertisement. The contents of this field depend on the advertisement's Link State Type.												
Advertising Router	The Router ID of the router that originated the Link State Advertisement. For example, in network links advertisements this field is set to the Router ID of the network's Designated Router.												
Link State Sequence Number	Detects old or duplicate link state advertisements. Successive instances of a link state advertisement are given successive Link State Sequence numbers.												
Link State Checksum	The Fletcher checksum of the complete contents of the link state advertisement, including the link state advertisement header except for the Link State Age field.												
Length	The length in bytes of the link state advertisement. This includes the 20-byte link state advertisement header.												

Table 5-16. Link-State Advertisement Header

Router Links Advertisements

Router links advertisements are type 1 link state advertisements. Each router in an area originates a router links advertisement. The advertisement describes the state and cost of the router's links to the area. All of the router's links to the area must be described in a single router links advertisement.

The format of the Router Links Advertisement is shown below:

Routers Links Advertisements

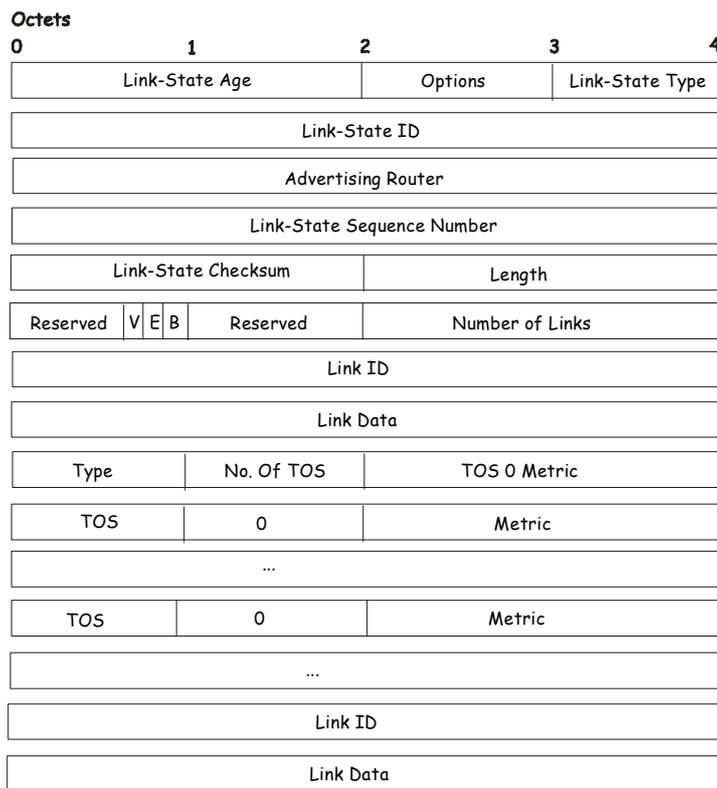


Figure 5-33. Routers Links Advertisement

In router links advertisements, the Link State ID field is set to the router's OSPF Router ID. The T – bit is set in the advertisement's Option field if and only if the router is able to calculate a separate set of routes for each IP Type of Service (TOS). Router links advertisements are flooded throughout a single area only.

Field	Description
V – bit	When set, the router is an endpoint of an active virtual link that is using the described area as a Transit area (V is for Virtual link endpoint).
E – bit	When set, the router is an Autonomous System (AS) boundary router (E is for External).
B – bit	When set, the router is an area border router (B is for Border).
Number of Links	The number of router links described by this advertisement. This must be the total collection of router links to the area.

Table 5-17. Routers Links Advertisement

The following fields are used to describe each router link. Each router link is typed. The Type field indicates the kind of link being described. It may be a link to a transit network, to another router or to a stub network. The values of all the other fields describing a router link depend on the link's Type. For example, each link has an associated 32-bit data field. For links to stub networks this field specifies the

network's IP address mask. For other link types the Link Data specifies the router's associated IP interface address.

Field	Description										
Type	A quick classification of the router link. One of the following: <table border="1"> <thead> <tr> <th>Type</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Point-to-point connection to another router.</td> </tr> <tr> <td>2</td> <td>Connection to a transit network.</td> </tr> <tr> <td>3</td> <td>Connection to a stub network.</td> </tr> <tr> <td>4</td> <td>Virtual link.</td> </tr> </tbody> </table>	Type	Description	1	Point-to-point connection to another router.	2	Connection to a transit network.	3	Connection to a stub network.	4	Virtual link.
Type	Description										
1	Point-to-point connection to another router.										
2	Connection to a transit network.										
3	Connection to a stub network.										
4	Virtual link.										
Link ID	Identifies the object that this router link connects to. Value depends on the link's Type. When connecting to an object that also originates a link state advertisement (i.e. another router or a transit network) the Link ID is equal to the neighboring advertisement's Link State ID. This provides the key for looking up an advertisement in the link state database. <table border="1"> <thead> <tr> <th>Type</th> <th>Link ID</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Neighboring router's Router ID.</td> </tr> <tr> <td>2</td> <td>IP address of Designated Router.</td> </tr> <tr> <td>3</td> <td>IP network/subnet number.</td> </tr> <tr> <td>4</td> <td>Neighboring router's Router ID</td> </tr> </tbody> </table>	Type	Link ID	1	Neighboring router's Router ID.	2	IP address of Designated Router.	3	IP network/subnet number.	4	Neighboring router's Router ID
Type	Link ID										
1	Neighboring router's Router ID.										
2	IP address of Designated Router.										
3	IP network/subnet number.										
4	Neighboring router's Router ID										
Link Data	Contents again depend on the link's Type field. For connections to stub networks, it specifies the network's IP address mask. For unnumbered point-to-point connection, it specifies the interface's MIB-II ifIndex value. For other link types it specifies the router's associated IP interface address. This latter piece of information is needed during the routing table build process, when calculating the IP address of the next hop.										
No. of TOS	The number of different Type of Service (TOS) metrics given for this link, not counting the required metric for TOS 0. If no additional TOS metrics are given, this field should be set to 0.										
TOS 0 Metric	The cost of using this router link for TOS 0.										

Table 5-18. Routers Links Advertisements – Continued

For each link, separate metrics may be specified for each Type of Service (TOS). The metric for TOS 0 must always be included, and was discussed above. Metrics for non-zero TOS are described below. Note that the cost for non-zero TOS values that are not specified defaults to the TOS 0 cost. Metrics must be listed in order of increasing TOS encoding. For example, the metric for TOS 16 must always follow the metric for TOS 8 when both are specified.

Field	Description
TOS	IP Type of Service that this metric refers to.
Metric	The cost of using this outbound router link, for traffic of the specified TOS.

Table 5-19. Routers Links Advertisement – Continued

Network Links Advertisements

Network links advertisements are Type 2 link state advertisements. A network links advertisement is originated for each transit network in the area. A transit network is a multi-access network that has more than one attached router. The network links advertisement is originated by the network's Designated router. The advertisement describes all routers attached to the network, including the Designated Router itself. The advertisement's Link State ID field lists the IP interface address of the Designated Router.

The distance from the network to all attached routers is zero, for all TOS. This is why the TOS and metric fields need not be specified in the network links advertisement.

The format of the Network Links Advertisement is shown below:

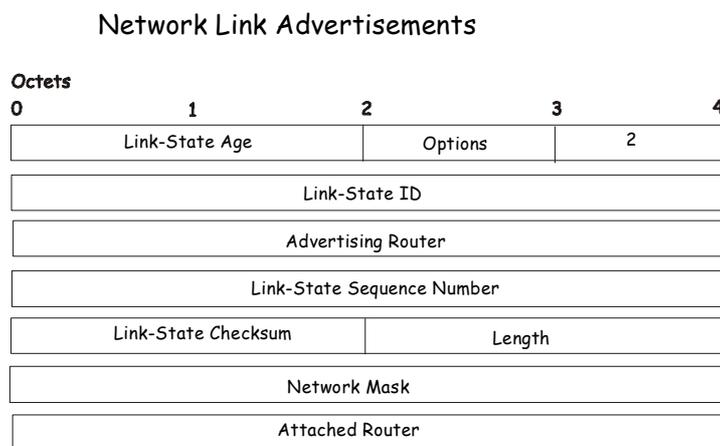


Figure 5-34. Network Link Advertisement

Field	Description
Network Mask	The IP address mask for the network.
Attached Router	The Router Ids of each of the routers attached to the network. Only those routers that are fully adjacent to the Designated Router (DR) are listed. The DR includes itself in this list.

Table 5-20. Network Link Advertisement

Summary Link Advertisements

Summary link advertisements are Type 3 and 4 link state advertisements. These advertisements are originated by Area Border routers. A separate summary link advertisement is made for each destination known to the router, that belongs to the Autonomous System (AS), yet is outside the area.

Type 3 link state advertisements are used when the destination is an IP network. In this case the advertisement's Link State ID field is an IP network number. When the destination is an AS boundary router, a Type 4 advertisement is used, and the Link State ID field is the AS boundary router's OSPF Router ID. Other than the difference in the Link State ID field, the format of Type 3 and 4 link state advertisements is identical.

Summary Link Advertisements

Octets	1	2	3	4
0	Link-State Age	Options	2	
Link-State ID				
Advertising Router				
Link-State Sequence Number				
Link-State Checksum		Length		
Network Mask				
TOS		Metric		

Figure 5-35. Summary Link Advertisement

For stub area, Type 3 summary link advertisements can also be used to describe a default route on a per-area basis. Default summary routes are used in stub area instead of flooding a complete set of external routes. When describing a default summary route, the advertisement's Link State ID is always set to the Default Destination – 0.0.0.0, and the Network Mask is set to 0.0.0.0.

Separate costs may be advertised for each IP Type of Service. Note that the cost for TOS 0 must be included, and is always listed first. If the T-bit is reset in the advertisement's Option field, only a route for TOS 0 is described by the advertisement. Otherwise, routes for the other TOS values are also described. If a cost for a certain TOS is not included, its cost defaults to that specified for TOS 0.

Field	Description
Network Mask	For Type 3 link state advertisements, this indicates the destination network's IP address mask. For example, when advertising the location of a class A network the value 0xff000000
TOS	The Type of Service that the following cost is relevant to.
Metric	The cost of this route. Expressed in the same units as the interface costs in the router links advertisements.

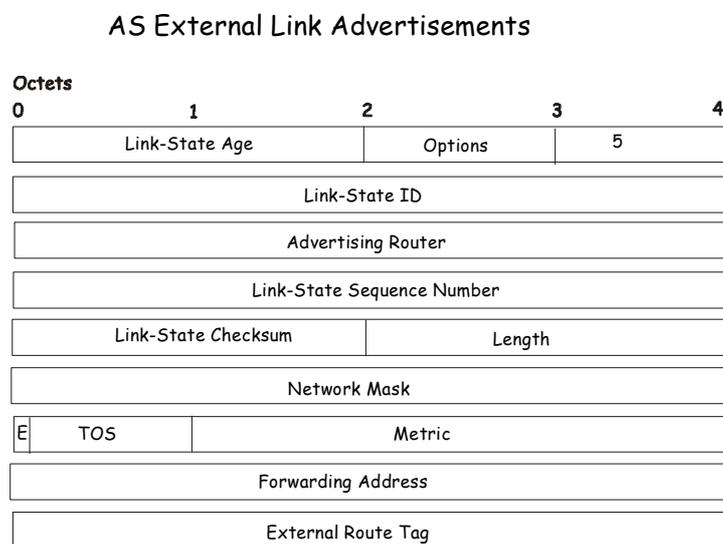
Table 5-21. Summary Link Advertisement

Autonomous Systems External Link Advertisements

Autonomous Systems (AS) link advertisements are Type 5 link state advertisements. These advertisements are originated by AS boundary routers. A separate advertisement is made for each destination known to the router that is external to the AS.

AS external link advertisements usually describe a particular external destination. For these advertisements the Link State ID field specifies an IP network number. AS external link advertisements are also used to describe a default route. Default routes are used when no specific route exists to the destination. When describing a default route, the Link Stat ID is always set the Default Destination address (0.0.0.0) and the Network Mask is set to 0.0.0.0.

The format of the AS External Link Advertisement is shown below:

**Figure 5-36. AS External Link Advertisement**

Field	Description
Network Mask	the IP address mask for the advertised destination.
E – bit	The type of external metric. If the E – bit is set, the metric specified is a Type 2 external metric. This means the metric is considered larger than any link state path. If the E – bit is zero, the specified metric is a Type 1 external metric. This means that is comparable directly to the link state metric.
Forwarding Address	Data traffic for the advertised destination will be forwarded to this address. If the Forwarding Address is set to 0.0.0.0, data traffic will be forwarded instead to the advertisement's originator.
TOS	The Type of Service that the following cost is relevant to.
Metric	The cost of this route. The interpretation of this metric depends on the external type indication (the E – bit above).

External Route Tag	A 32-bit field attached to each external route. This is not used by the OSPF protocol itself.
--------------------	---

Table 5-21. AS External System Advertisement

CONFIGURING THE SWITCH USING THE CONSOLE INTERFACE

The DES-3326 supports a console management interface that allows the user to connect to the switch's management agent via a serial port and a terminal or a computer running a terminal emulation program. The console can also be used over the network using the TCP/IP Telnet protocol. The console program can be used to configure the switch to use an SNMP-based network management software over the network.

This chapter describes how to use the console interface to access the switch, change its settings, and monitor its operation.



Switch configuration settings that are saved to non-volatile RAM using Save Changes from the Main Menu are retained in the switch's memory, and are reloaded when the switch is rebooted.

Before You Start

The DES-3326 supports a wide array of functions and gives great flexibility and increased network performance by eliminating the routing bottleneck between the WAN and the intranet. Its function in a network can be thought of as a new generation of wire-speed router that performs routing functions in hardware, rather than in software.

General Deployment Strategy



The DES-3326 has many automatic features to detect the network topology and adapt to changes in this topology, but it is recommended that a network scheme be developed and entered statically into the DES-3326.

1. Determine how the network would be best segmented. This is probably done using VLANs in an existing layer 2 switched network.
2. Develop an IP addressing scheme. This involves allocating a block of IP addresses to each network segment. Each network subnet is then assigned a network address and a subnet mask.
3. Determine which network resources must be shared by the subnets. Shared resources may be connected directly to the Layer 3 switch, if need be. Static routes to each of the shared resources should be determined.
4. Determine how each subnet will communicate with the WAN or Internet. Again, static routes should be determined and default gateways identified.
5. Develop a security scheme. Some subnets on the network need more security or should be isolated from the other subnets. IP or MAC filtering can be used. Also, one or more VLANs on the Layer 3 switch can be configured without an IP subnet – in which case, these VLANs will

function as a layer 2 VLAN and would require an external router to connect to the rest of the network.

6. Develop a policy scheme. Some subnets will have a greater need for multicasting bandwidth, for example. A policy is a mechanism to alter the normal packet forwarding in a network device, and can be used to intelligently allocate bandwidth to time-critical applications such as the integration of voice, video, and data on the network.
7. Develop a redundancy scheme. Planning redundant links and routes to critical network resources can save valuable time in the case of a link or device failure. The DES-3326's Spanning Tree function can be used to block the redundant link until it is needed.

VLAN Layout

VLANs on the DES-3326 have more functions than on a traditional layer 2 switch, and must therefore be laid-out and configured with a bit more care. Layer 3 VLANs (VLANs that have an IP interface assigned to them) can be thought of as network links – not just as a collection of associated end users. Further, Layer 3 VLANs are assigned an IP interface address and subnet mask to enable IP routing between them.

IEEE 802.1Q VLANs must be configured on the switch before they can be assigned IP interface addresses or subnet masks. Further, the static VLAN configuration is specified on a per port basis. On the DES-3326, a VLAN can consist of end-nodes – just like a traditional layer 2 switch, but a VLAN can also consist of a subnetwork defined by an IP interface address and a subnet mask.

The IP subnets for the network must be determined first, and the VLANs configured on the switch to accommodate the IP subnets. Finally, the IP subnets can be assigned to the VLANs.

Assigning IP Interface Addresses and Subnet Masks to VLANs

The DES-3326 allows the assignment of IP subnets to individual VLANs. Any VLAN configured on the switch that is not assigned an IP subnet, will behave as a layer 2 VLAN and will not be capable of IP routing – even if the switch is in IP Routing mode.

Developing an IP addressing scheme is a complex subject, but it is sufficient here to mention that the total number of anticipated end nodes – for each Layer 3 VLAN – must be accommodated with a unique IP address. It should be noted that the switch regards a VLAN with an IP interface address and corresponding subnet mask assigned as an IP subnet in IP Routing mode.

Defining Static Routes

Routes between the IP interfaces and a default gateway or other router with a WAN connection should be determined beforehand and entered into the static/default routing table on the DES-3326.

Connecting to the Switch

The console interface is used by connecting the Switch to a VT100-compatible terminal or a computer running an ordinary terminal emulator program (e.g., the HyperTerminal program included with the Windows operating system) using an RS-232C serial cable. Your terminal parameters will need to be set to:

- VT-100/ANSI compatible
- 9,600 baud
- 8 data bits
- No parity
- One stop bit
- No flow control

You can also access the same functions over a Telnet interface. Once you have set an IP address for your Switch, you can use a Telnet program (in VT-100 compatible terminal mode) to access and control the Switch. All of the screens are identical, whether accessed from the console port or from a Telnet interface.

Console Usage Conventions

The console interface makes use of the following conventions:

1. Items in *<angle brackets>* can be toggled between several choices using the space bar.
2. Items in *[square brackets]* can be changed by typing in a new value. You can use the backspace and delete keys to erase characters behind and in front of the cursor.
3. The up and down arrow keys, the left and right arrow keys, the tab key and the backspace key, can be used to move between selected items.
4. Items in **UPPERCASE** are commands. Moving the selection to a command and pressing **Enter** will execute that command, e.g. **APPLY**, etc.



The **APPLY** command makes the configuration active for the current session only. If the switch is rebooted, the unsaved changes will be lost and the last configuration saved to Non-volatile RAM will be loaded into the switch. Use **Save Changes** from the main menu to enter the current configuration into the switch's Non-volatile RAM.

First Time Connecting To The Switch

The Switch supports user-based security that can allow you to prevent unauthorized users from accessing the Switch or changing its settings. This section explains how to log onto the Switch.



The passwords used to access the Switch are case-sensitive; therefore, “S” is not the same as “s.”

When you first connect to the Switch, you will be presented with the first login screen (shown below).



Press Ctrl+R to refresh the screen. This command can be used at any time to force the console program in the switch to refresh the console screen.

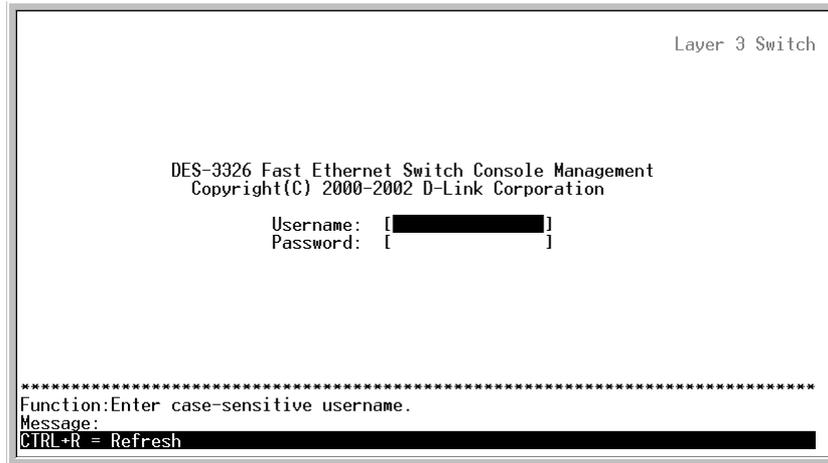


Figure 6-1. Initial Console screen



The factory default Username is “admin”, there is no factory default password. Enter “admin” for the Username and leave the Password field blank to access the console initially

Enter the factory default username (“admin”) and leave the Password field blank. Press **Enter** and Access will be given to the main menu, as shown below:

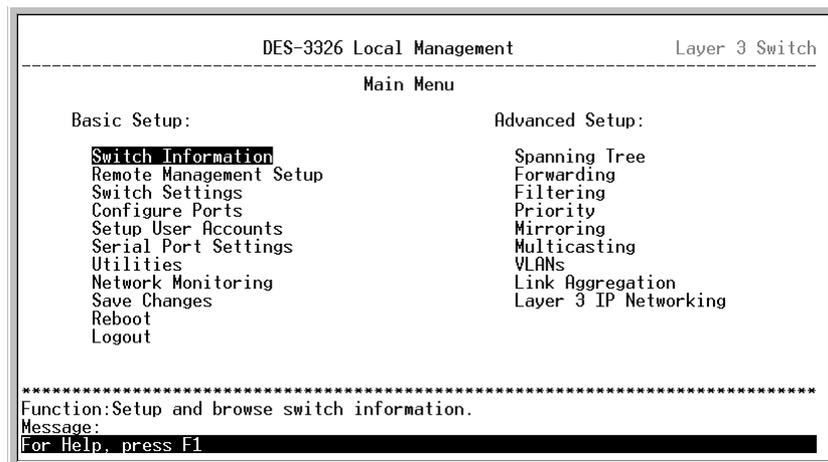


Figure 6-2. Main Menu

The first user automatically gets Root privileges (See Table 6-1). It is recommended to create at least one Root-level user for the Switch.

Creating User Accounts

To create a new user account, highlight **Setup User Accounts** from the **Main Menu** and press **Enter**:

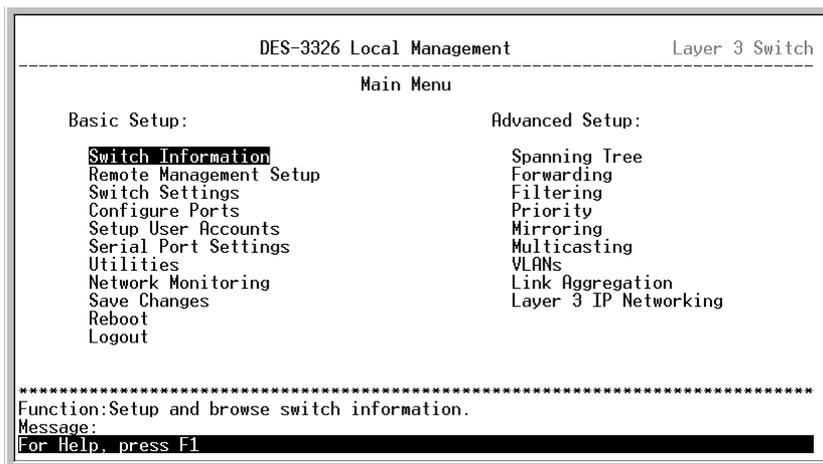


Figure 6-3. Main Menu

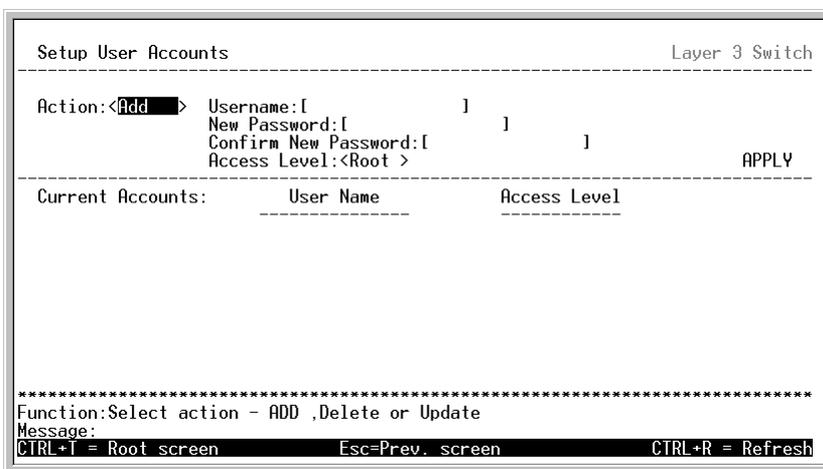


Figure 6-4. Setup User Accounts Menu

User Accounts Management

From the **Main Menu**, highlight **Setup User Accounts** and press **Enter**, then the **Setup User Accounts** menu appears.

1. Toggle the **Action** field to *Add* using the space bar. This will allow the addition of a new user. The other options are *Delete*, this allows the deletion of a user entry, and *Update*, this allows for changes to be made to an existing user entry.
2. Enter the new user name, assign an initial password, and then confirm the new password. Determine whether the new user should have *Root*, *User+*, or *User* privileges. The space bar toggles between the three options.
3. Highlight **APPLY** and press enter to make the user addition effective.
4. Press **Esc**. to return to the previous screen or Ctrl+T to go to the root screen.
5. APPLY makes changes to the switch configuration for the **current session only**. All permanent changes must be entered into non-volatile ram using the **Save Changes** command on the **Main Menu**.

Root, User+ and Normal User Privileges

There are three levels of user privileges: *Root* and *User+*, and *User*.

Switch Configuration Management	Privilege		
	Root	User+	User
Configuration	Yes	Read Only	Read Only
Network Monitoring	Yes	Read Only	Read Only
Community Strings and Trap Stations	Yes	Read Only	Read Only
Update Firmware and Configuration Files	Yes	No	No
System Utilities	Yes	Ping only	Ping only
Factory Reset	Yes	No	No
Reboot Switch	Yes	Yes	No
User Accounts Management			
Add/Update/Delete User Accounts	Yes	No	No
View User Accounts	Yes	No	No

Table 6-1. Root, User+, and User Privileges

Saving Changes



Selecting **APPLY** from a console menu makes the configuration effective for the current session only. The configuration data will be lost if the switch is restarted. To make the configuration effective after a switch restart, select **Save Changes** to enter the configuration into non-volatile (NV-RAM).

The DES-3326 has two levels of memory: normal RAM and non-volatile or NV-RAM. Configuration changes are made effective by highlighting **APPLY** and pressing **Enter**. When this is done, the settings will be immediately applied to the switching software in RAM, and will immediately take effect.

Some settings, though, require you to restart the switch before they will take effect. Restarting the switch erases all settings in RAM and reloads the stored settings from the NV-RAM. Thus, it is necessary to save all setting changes to NV-RAM before rebooting the switch.

```

DES-3326 Local Management                               Layer 3 Switch
-----
                          Main Menu

Basic Setup:                                           Advanced Setup:
Switch Information                                     Spanning Tree
Remote Management Setup                               Forwarding
Switch Settings                                       Filtering
Configure Ports                                       Priority
Setup User Accounts                                  Mirroring
Serial Port Settings                                  Multicasting
Utilities                                              VLANs
Network Monitoring                                    Link Aggregation
Save Changes                                          Layer 3 IP Networking
Reboot
Logout

*****
Function:Setup and browse switch information.
Message:
For help, press F1

```

Figure 6-5. Main Menu

To retain any configuration changes permanently, highlight **Save Changes** from the **Main Menu**. The following screen will appear to verify that your new settings have been saved to NV-RAM:

```

Save all settings to NV-RAM... done.
Press any key to continue...

```

Figure 6-6. Save Changes Confirmation screen

Once the switch configuration settings have been saved to NV-RAM, they become the default settings for the switch. These settings will be used every time the switch is rebooted.

Loading Factory Defaults

Loading the factory defaults returns the switch's configuration to the factory default values. This will clear all settings and restore them to their initial values listed in the appendix.

```

DES-3326 Local Management                               Layer 3 Switch
-----
                                Main Menu

Basic Setup:                                           Advanced Setup:

  Switch Information                                     Spanning Tree
  Remote Management Setup                               Forwarding
  Switch Settings                                       Filtering
  Configure Ports                                       Priority
  Setup User Accounts                                  Mirroring
  Serial Port Settings                                  Multicasting
  Utilities                                              VLANs
  Network Monitoring                                    Link Aggregation
  Save Changes                                          Layer 3 IP Networking
  Reboot
  Logout

*****
Function:Setup and browse switch information.
Message:
For help, press F1

```

Figure 6-7. Main Menu

Highlight **Reboot** from the **Main Menu** and press **Enter**.

```

System Reboot                                           Layer 3 Switch
-----

  Reboot

  Save Configuration & Reboot
  Reboot & Load Factory Default Configuration
  Reboot & Load Factory Default Configuration Except IP Address

*****
Function:
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-8. System Reboot menu

To execute a factory reset, highlight either **Reboot & Load Factory Default Configuration** or **Reboot & Load Factory Default Configuration Except IP Address** and press enter. A confirmation screen will appear.

Highlight Yes and press **Enter** to reset the switch's NV-RAM to the factory default settings. This will erase any User Accounts (and all other configuration settings) you may have entered and return the switch to the state it was in when it was purchased.

Logging Onto The Switch Console

To log in once you have created a registered user, from the Login screen:

1. Type in your **Username** and press **Enter**.
2. Type in your **Password** and press **Enter**.

- The **Main Menu** screen will be displayed based on your access level or privilege.

Updating or Deleting User Accounts

To update or delete a user password:

Choose **Setup User Accounts** from the **Main Menu**. The following **Setup User Accounts** menu appears:

```

Setup User Accounts
-----
Action:<Add > Username:[          ]
New Password:[          ]
Confirm New Password:[          ]
Access Level:<Root >                                APPLY
-----
Current Accounts:   User Name      Access Level
                   -----
                   Bill           User+
                   Dan            User
                   Michael        Root
-----
*****
Function:
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-9. Setup User Accounts screen

- Toggle the **Action** field using the space bar to choose *Add*, *Update*, or *Delete*.
- Type in the **Username** for the user account you wish to change and enter the **Old Password** for that user account.
- You can now modify the password or the privilege level for this user account.
- If the password is to be changed, type in the **New Password** you have chosen, and press **Enter**. Type in the same new password in the following field to verify that you have not mistyped it.
- If the privilege level is to be changed, toggle the Access **Level** field until the appropriate level is displayed – *Root*, *User+* or *User*.
- Highlight **APPLY** and press **Enter** to make the change effective.
- You must enter the configuration changes into the non-volatile ram (NV-RAM) using **Save Changes** from the **Main Menu** if you want the configuration to be used after a switch reboot.

Only a user with *Root* privileges can make changes to user accounts.

Viewing Current User Accounts

Access to the console, whether using the console port or via Telnet, is controlled using a user name and password. Up to eight user accounts can be created. The console interface will not let you delete the current logged-in user, to prevent accidentally deleting all of the users with *Root* privilege.

Only users with the *Root* privilege can delete users.

To view the current user accounts:

Highlight **Setup User Accounts** from the **Main Menu**. The current user accounts can be read from following screen:

```

Setup User Accounts                                     Layer 3 Switch
-----
Action:<Add >  Username:[          ]
               New Password:[          ]
               Confirm New Password:[          ]
               Access Level:<Root >
                                           APPLY
-----
Current Accounts:   User Name       Access Level
                   -----
*****
Function:Select action - ADD ,Delete or Update
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-10. Setup User Accounts screen

Deleting a User Account

To delete a user account:

```

Setup User Accounts                                     Layer 3 Switch
-----
Action:<Add >  Username:[          ]
               New Password:[          ]
               Confirm New Password:[          ]
               Access Level:<Root >
                                           APPLY
-----
Current Accounts:   User Name       Access Level
                   -----
*****
Function:Select action - ADD ,Delete or Update
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-11. Setup User Accounts screen

1. Toggle the **Action** field to *Delete*.
2. Enter the **Username** and **Old Password** for the account you want to delete. You must enter the password for the account to be able to delete it.
3. Highlight APPLY and press **Enter** to make the deletion of the selected user take effect.
4. You must enter the configuration changes into the non-volatile ram (NV-RAM) using **Save Changes** from the **Main Menu** if you want the configuration to be used after a switch reboot.

Only users with Root privileges can delete user accounts.

Setting Up The Switch

Basic Setup

This section will help prepare the Switch user by describing the **Switch Information**, **IP Setup**, **Remote Management Setup**, **Configure Ports**, **Serial Port Settings** and **Switch Settings** menus.

```

DES-3326 Local Management                               Layer 3 Switch
-----
Main Menu

Basic Setup:
  Switch Information
  Remote Management Setup
  Switch Settings
  Configure Ports
  Setup User Accounts
  Serial Port Settings
  Utilities
  Network Monitoring
  Save Changes
  Reboot
  Logout

Advanced Setup:
  Spanning Tree
  Forwarding
  Filtering
  Priority
  Mirroring
  Multicasting
  VLANs
  Link Aggregation
  Layer 3 IP Networking

*****
Function:Setup and browse switch information.
Message:
For Help, press F1
  
```

Figure 6-12. Main Menu – Switch Information

Switch Information

Highlight **Switch Information** from the **Main Menu** and press **Enter**:

```

Switch Information                                     Layer 3 Switch
-----

Device Type      : DES-3326 Fast-Ethernet Switch
Ext.Module Type  : None
MAC Address      : 00-33-26-00-08-00
Boot PROM Version : 1.00-B00
Firmware Version : 1.00-B27
Hardware Version : 5A1-1A1
Ext.Module Version:
Redundant Power Supply: Not Present
System Name      : [Summit24e2]
System Location  : [
System Contact   : [support@extremenetworks.com, +1 888 2571]

APPLY

*****
Function:Sets a name for identification purposes.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh
  
```

Figure 6-13. Switch Information screen

The **Switch Information** shows the operation mode of switch (**Layer 3** or **Layer 2**), which (if any) external modules are installed, and the switch's **MAC Address** (assigned by the factory and unchangeable). In addition, the **Boot PROM** and **Firmware Version** numbers are shown. This information is helpful to keep track of PROM and Firmware updates and to obtain the switch's MAC address for entry into another network device's address table – if necessary.

You can also enter the name of the **System**, its location, and the name and telephone number of the System Administrator. It is recommended that the person responsible for the maintenance of the network system that this Layer 3 switch is installed on be listed here.

Remote Management Setup

Configuring the Switch's IP Address



The BOOTP and DHCP Server options for assigning the switch an IP address and subnet mask are only available when the switch is in Layer 2 Only mode. The IP Routing mode requires a manual entry of the IP address and subnet mask.

The Switch needs to have an IP address assigned to it so that an In-Band network management system (for example, the DView or Telnet) client can find it on the network. The **IP Setup** screen allows you to change the settings for the Ethernet interface used for in-band communication.

The fields listed under the **Current Switch IP Settings** heading are those that are currently being used by the switch. Those fields listed under the Restart Settings heading are those which will be used after the APPLY button is selected.

To set the switch's IP address:

Highlight **Remote Management Setup** from the **Main Menu** and press **Enter**.

```

Remote Management Setup                                     Layer 3 Switch
-----
Current Switch IP Settings:                               Management Station IP Settings:

  Get IP From:      Manual                                IP Address:[0.0.0.0]  ]
  IP Address:       10.42.73.90                          IP Address:[0.0.0.0]  ]
  Subnet Mask:      255.0.0.0                            IP Address:[0.0.0.0]  ]
  Default Gateway:  10.1.1.254
  VID:              1

New Switch IP Settings:                                  SNMP Community Settings:
  Get IP From:      Manual                                Community String Rights  Status
  IP Address:       [10.42.73.90] ]                       [public      ]<Read> <Enabled >
  Subnet Mask:      [255.0.0.0] ]                       [private     ]<R/W > <Enabled >
  Default Gateway:  [10.1.1.254] ]                       [             ]<Read> <Disabled>
  VID:              [1] ]                                 [             ]<Read> <Disabled>

SETUP TRAP RECEIVERS      APPLY

*****
Function:Sets the IP address.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh
  
```

Figure 6-14. Remote Management Setup menu



The switch's factory default IP address is 10.90.90.90 with a subnet mask of 255.0.0.0 and a default gateway of 0.0.0.0.

To manually assign the switch's IP address, subnet mask, and default gateway address:

Highlight the **IP Address** field and enter the appropriate IP address.

Highlight the **Subnet Mask** field and enter the appropriate subnet mask.

If you want to access the switch from a different subnet from the one it is installed on, highlight the **Default Gateway** field and enter the IP address of the gateway. If you will manage the switch from the subnet on which it is installed, you can leave the default address in this field.

To use the BOOTP/DHCP protocols to assign the switch an IP address, subnet mask, and default gateway address:

Toggle the **Get IP From** field using the space bar to choose from *Manual*, *BOOTP*, or *DHCP*. This selects how the switch will be assigned an IP address on the next reboot (or startup).

The **Get IP From** options are:

- **BOOTP** – The switch will send out a BOOTP broadcast request when it is powered up. The BOOTP protocol allows IP addresses, network masks, and default gateways to be assigned by a central BOOTP server. If this option is set, the Switch will first look for a BOOTP server to provide it with this information before using the default or previously entered settings.
- **DHCP** – The switch will send out a DHCP broadcast request when it is powered up. The DHCP protocol allows IP addresses, network masks, and default gateways to be assigned by a DHCP server. If this option is set, the switch will first look for a DHCP server to provide it with this information before using the default or previously entered settings.
- **Manual** – Allows the entry of an IP address, Subnet Mask, and a Default Gateway for the switch. These fields should be of the form *xxx.xxx.xxx.xxx*, where each *xxx* is a number (represented in decimal form) between 0 and 255. This address should be a unique address on the network assigned for use by the Network Administrator. The fields which require entries under this option are as follows:
 - **Subnet Mask** – A Bitmask that determines the extent of the subnet that the Switch is on. Should be of the form *xxx.xxx.xxx.xxx*, where each *xxx* is a number (represented in decimal) between 0 and 255. The value should be 255.0.0.0 for a Class A network, 255.255.0.0 for a Class B network, and 255.255.255.0 for a Class C network, but custom subnet masks are allowed.
 - **Default Gateway** – IP address that determines where packets with a destination address outside the current subnet should be sent. This is usually the address of a router or a host acting as an IP gateway. If your network is not part of an intranet, or you do not want the Switch to be accessible outside your local network, you can leave this field unchanged.
 - **Management VID** – This field allows the entry of a VLAN ID (VID) from which a management station (a computer) will be allowed to manage the switch using TCP/IP (in-band, or over the network). Management stations that are on VLANs other than the one entered in the **Management VID** field will not be able to manage the switch in-band unless their IP addresses are entered in the **Management Station IP Addresses** field. Any VID that has been configured on the switch can be entered in this field.

SNMP Settings

Some settings must be entered to allow the switch to be managed from an SNMP-based Network Management System such as SNMP v1 or to be able to access the Switch using the Telnet protocol or the Web-based Manager. Please see the next chapter for Web-based network management information.

To setup the switch for remote management:

Highlight **Remote Management Setup** from the **Main Menu**. The following screen appears:

```

Remote Management Setup                                     Layer 3 Switch
-----
Current Switch IP Settings:                               Management Station IP Settings:
Get IP From:      Manual                                 IP Address:[0.0.0.0   ]
IP Address:       10.42.73.90                          IP Address:[0.0.0.0   ]
Subnet Mask:      255.0.0.0                            IP Address:[0.0.0.0   ]
Default Gateway:  10.1.1.254
VID:              1

New Switch IP Settings:                                  SNMP Community Settings:
Get IP From:      Manual                                 Community String Rights Status
IP Address:       [10.42.73.90 ]                       [public      ]<Read> <Enabled >
Subnet Mask:      [255.0.0.0  ]                       [private     ]<R/W > <Enabled >
Default Gateway:  [10.1.1.254 ]                       [            ]<Read> <Disabled >
VID:              [1          ]                       [            ]<Read> <Disabled >

SETUP TRAP RECEIVERS      APPLY

*****
Function:Sets the IP address.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-15. Remote Management Setup menu

Management stations are computers on the network that will be used to manage the switch. You can limit the number of possible management stations by entering up to three IP addresses in the **Management Station IP Settings** field. If the three **IP Address** fields contain all zeros (“0”), then any station with any IP address can access the switch to manage and configure it. If there is one or more IP addresses entered in the **IP Address** field, then only stations with the IP addresses entered will be allowed to access the switch to manage or configure it.

Setting Up Trap Receivers

This allows the switch to send traps (messages about errors, etc.) to management stations on the network. Highlight **Setup Trap Receivers** and press **Enter**. The trap recipients can be setup from the following screen:

```

Setup Trap Recipients                                     Layer 3 Switch
-----

SNMP Trap Recipients:

IP Address      SNMP Community String      Status
[ ]             [ ]                         <Disabled >

APPLY

*****
Function>Edit SNMP Trap Receivers.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-16. Setup Trap Recipients menu

The **IP Address** field is the IP address of a management station (a computer) that is configured to receive the SNMP traps from the switch.

The **SNMP Community String** is similar to a password in that stations that do not know the correct string cannot receive or request SNMP information from the switch.

The **Status** field can be toggled between *Enabled* and *Disabled* to enable or disable the receipt of SNMP traps by the listed management stations.

Configure Ports

Highlight **Configure Ports** from the **Main Menu** and press **Enter**:

Configure Ports					Layer 3 Switch
View Ports:<1 to 12>		Configure Port from [1] to [1]		State:<Enabled>	
Speed/Duplex:<Auto>		> Flow Control: Auto		Lock:<Disabled> APPLY	
Port	State	Settings	Lock	Connection	
1	Enabled	Auto/Enabled	Disabled	100M/Full/802.3x	
2	Enabled	Auto/Enabled	Disabled	Link Down	
3	Enabled	Auto/Enabled	Disabled	Link Down	
4	Enabled	Auto/Enabled	Disabled	Link Down	
5	Enabled	Auto/Enabled	Disabled	Link Down	
6	Enabled	Auto/Enabled	Disabled	Link Down	
7	Enabled	Auto/Enabled	Disabled	Link Down	
8	Enabled	Auto/Enabled	Disabled	Link Down	
9	Enabled	Auto/Enabled	Disabled	Link Down	
10	Enabled	Auto/Enabled	Disabled	Link Down	
11	Enabled	Auto/Enabled	Disabled	Link Down	
12	Enabled	Auto/Enabled	Disabled	Link Down	

Function:Select the scope of ports for display and configuration.					
Message:					
CTRL+T = Root screen		Esc=Prev. screen		CTRL+R = Refresh	

Figure 6-17. Configure Ports Screen

Toggle the **View Ports** field, using the space bar, to view the configuration of either ports 1 through 12 or ports 13 through 24. To configure a specific port, toggle the **Configure Port** field until the appropriate port number appears.

Toggle the **State** field to either *Enabled* or *Disabled* a given port.

Toggle the **Speed/Duplex** field to either select the speed and duplex/half-duplex state of the port. *Auto* – auto-negotiation between 10 and 100 Mbps devices, full- or half-duplex. The *Auto* setting allows the port to automatically determine the fastest settings the device the port is connected to can handle, and then to use those settings. The other options are *100M/Full*, *100M/Half*, *10M/Full*, and *10M/Half*. There is no automatic adjustment of port settings with any option other than *Auto*.

Port Locking

A given port's (or a range of port's) dynamic MAC address learning can be locked such that the current source MAC addresses entered into the MAC address forwarding table can not be changed once the port lock is enabled. The port can be locked by toggling the **Lock** field to *Enabled*, highlighting **APPLY** and pressing **Enter**.

This is a security feature that prevents unauthorized computers (with source MAC addresses unknown to the switch prior to locking the port (or ports)) from connecting to the switch's locked ports and gaining access to the network.

Highlight **APPLY** and press **Enter** to make the changes current.

The following fields can be set:

Parameter	Description
View Ports: <1 to 12 >	Toggle the View Ports field, using the space bar, to view the configuration of either ports 1 through 12 or ports 13 through 24.
State: <Enabled>	Toggle the State field to either <i>Enable</i> or <i>Disable</i> a given port.
Speed/Duplex: <Auto>	Toggle the Speed/Duplex field to either select the speed and duplex/half-duplex state of the port. <i>Auto</i> – auto-negotiation between 10 and 100 Mbps devices, full- or half-duplex. The <i>Auto</i> setting allows the port to automatically determine the fastest settings the device the port is connected to can handle, and then to use those settings. The other options are <i>100M/Full</i> , <i>100M/Half</i> , <i>10M/Full</i> , and <i>10M/Half</i> . There is no automatic adjustment of port settings with any option other than <i>Auto</i> .
Flow Control: <i>Auto</i>	Displays the flow control scheme used for the various port configurations. Ports configured for full-duplex use 802.3x flow control, half-duplex ports use backpressure flow control, and Auto ports use an automatic selection of the two.
Lock: <Disabled>	Allows the selected port (or port's) dynamic MAC address learning to be locked such that new source MAC addresses cannot be entered into the MAC address table for the locked port. It can be changed by toggling between <i>Disabled</i> and <i>Enabled</i> .

Serial Port Settings

The **Serial Port Settings** screen allows the configuration of the switch's serial port and out-of-band TCP/IP communications using SLIP.

Highlight **Serial Port Settings** and press **Enter**.

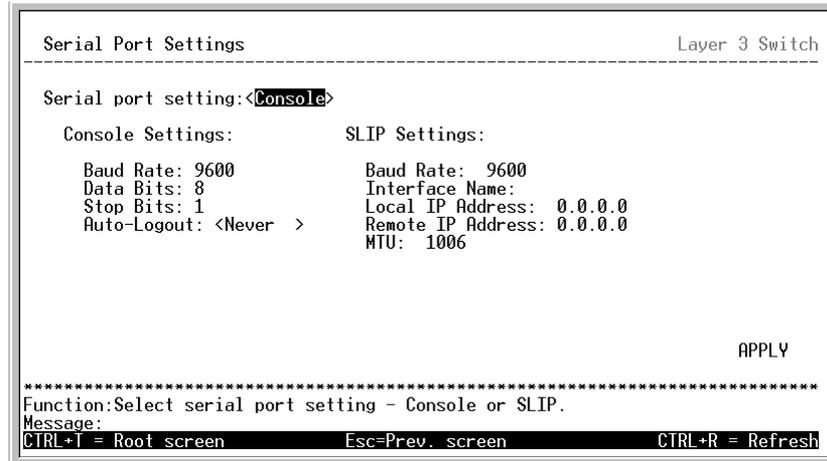


Figure 6-18. Serial Port Settings screen

Toggle the **Serial port setting** field to select either the *Console* or *SLIP* protocol.

The following fields can then be set:

Console Settings

Parameter	Description
Baud Rate	Displays the serial bit rate used to communicate with a management station. The console baud rate is 9600 bits per second.
Data bits	Displays the number of bits that make up a word when communicating with the management station. The console interface uses 8 data bits.
Stop bits	Displays the number of bits used to indicate that a word has been completely transmitted. The console interface uses 1 stop bit.
Auto-Logout	This sets the time the interface can be idle before the switch automatically logs-out the user. The options are <i>2 mins</i> , <i>5 mins</i> , <i>10 mins</i> , <i>15 mins</i> , or <i>Never</i> .

SLIP Settings

Parameter	Description
Baud Rate	Sets the serial bit rate that will be used to communicate the next time the Switch is restarted. Applies only when the serial port is being used for out-of-band (SLIP) management; it does not

		apply when the port is used for the console port. Available speeds are 2400, 9600, 19200 and 38400 bits per second. The default setting is 9600.
Interface Name		This allows for the naming of the SLIP interface for easy reference.
Local IP Address		This is an IP address assigned to the serial port when it is used for SLIP communications.
Remote Address	IP	This is the IP address of the management station that will use the SLIP protocol to communicate with the switch.
MTU		Maximum Transfer Unit – this specifies the maximum packet size in bytes. Can be toggled between 1006 and 1500.

Switch Operation Mode



Putting the switch in IP Routing mode does not – by itself – enable IP routing. The switch must be configured to use IP interfaces before it is capable of IP routing.

The switch can operate in one of two modes:

- 1. Layer 2 Only, Support IEEE 802.1Q VLANs.** The switching process is based upon the source and destination MAC addresses only. 802.1Q VLANs are supported and the switch is considered as a VLAN-tag aware device.
- 2. IP Routing, Support IEEE 802.1Q VLANs.** The switching process is based upon the IP source and destination addresses, if present. If the IP addresses are not present, the switching process is based upon the MAC addresses (as in Layer 2 above). 802.1Q VLANs are supported and the switch is considered as a VLAN-tag aware device.

The switch must be rebooted when changing the operation mode before the new mode can take effect.

Changing the Switch Operation Mode

To change the switch's operating mode:

Highlight **Switch Settings** on the **Main Menu** and press **Enter**.

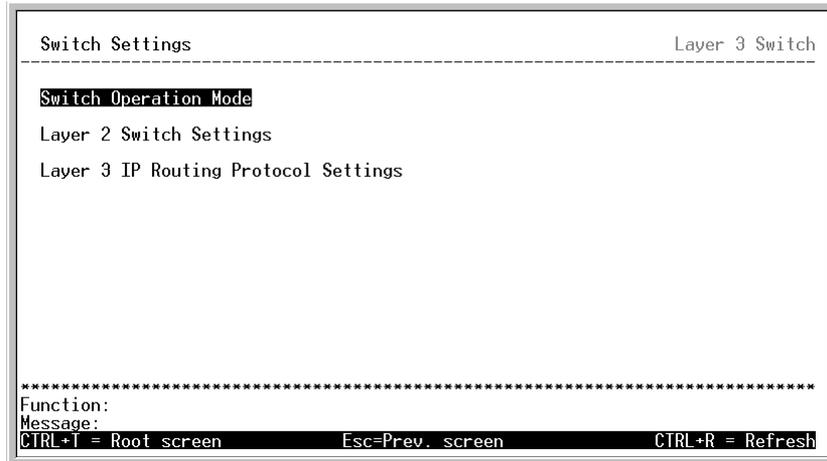


Figure 6-19. Switch Settings menu

Highlight **Switch Operation Mode** on the **Switch Settings** menu and press **Enter**.

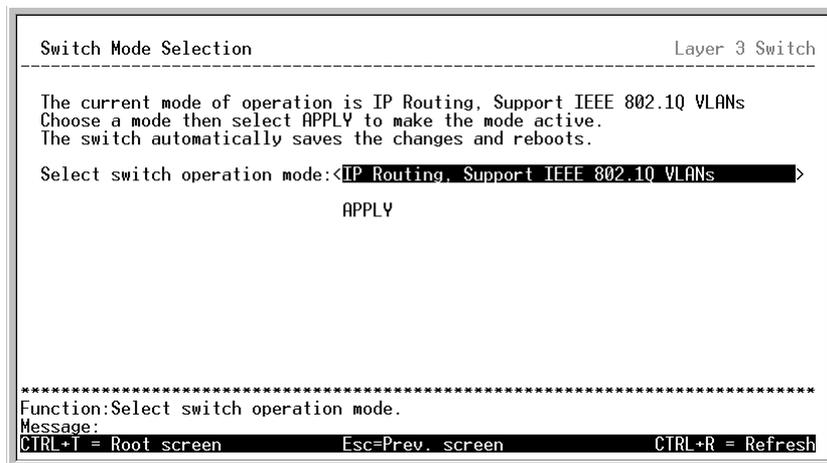


Figure 6-20. Switch Operation Mode screen

The field **Select switch operation mode** can be toggled using the space bar to one of the two switch operation modes: **Layer 2 Only, Support IEEE 802.1Q VLANs** and **IP Routing, Support IEEE 802.1Q VLANs**.

To make a change in the operation mode of the switch effective, highlight **APPLY** and press **Enter**.

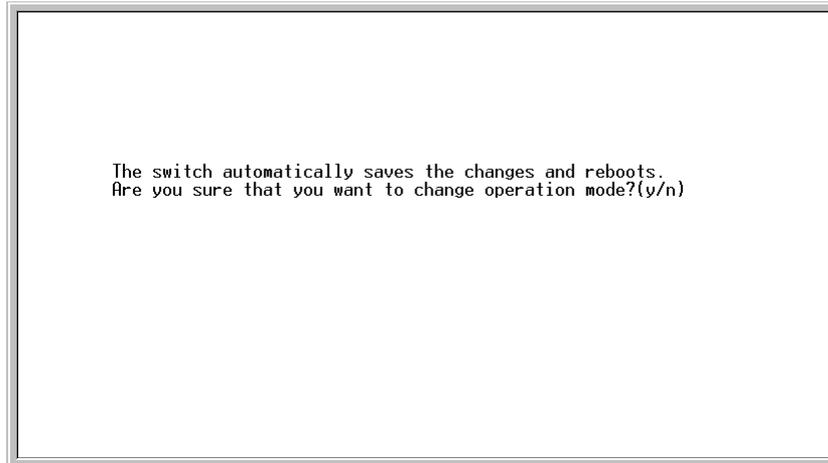


Figure 6-21. Change Mode Confirmation screen

Type **y** and press **Enter**. The switch will then save the changes made during the current session and reboot. The switch must be rebooted to change the operation mode.

Menu Changes with Switch Operating Mode

Once the switch is configured for IP Routing (Layer 3 Switching), and rebooted, the **Main Menu** adds some functions compared to the Layer 2 Only mode. These functions are reflected in additional configuration menus (under the same **Main Menu** headings as in Layer 2 mode), and the addition of the **Layer 3 IP Networking** entry. All of the console menus are listed, in order, in the Screen Hierarchy below.

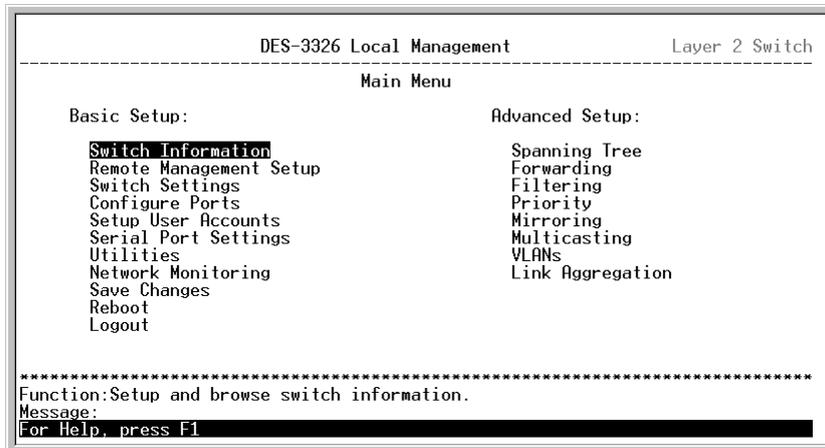


Figure 6-22. Main Menu – Layer 2 Switching Mode

This is the **Main Menu** when the switch is in **Layer 2** mode.

```

DES-3326 Local Management                               Layer 3 Switch
-----
Main Menu

Basic Setup:
Switch Information
Remote Management Setup
Switch Settings
Configure Ports
Setup User Accounts
Serial Port Settings
Utilities
Network Monitoring
Save Changes
Reboot
Logout

Advanced Setup:
Spanning Tree
Forwarding
Filtering
Priority
Mirroring
Multicasting
VLANs
Link Aggregation
Layer 3 IP Networking

*****
Function:Setup and browse switch information.
Message:
For help, press F1

```

Figure 6-23. Main Menu – Layer 3 IP Routing Mode

This is the **Main Menu** when the switch is in **Layer 3** mode. Note that the configuration functions necessary for Layer 3 operation have been added to the same **Main Menu** entries used for Layer 2 mode. **Layer 3 IP Networking** entry has been added to allow the creation and editing of IP interfaces and the configuration of the RIP and OSPF routing protocols.

Switch Settings

The **Switch Settings** menu allows for various functions – some of which are configured on different console screens – to be enabled or disabled on the switch (globally), without altering the individual function's configuration. Thus, the Distance-Vector Multicast Protocol (DVMRP) is configured from the **Setup Layer 3 – IP Networking** console menu, but can be enabled or disabled from the **Switch Settings** menu – without changing the DVMRP configuration entered in the **DVMRP Interface Configuration** menu. (The DVMRP configuration menu is accessed by highlighting **Multicasting** from the **Main Menu**, and then **IP Multicasting Settings**, and then **DVMRP Interface Configuration**).

Switch Mode Selection

Switch Settings also allows the switch operating mode to be set. Highlight **Switch Settings** from the **Main Menu** and press **Enter**. Then highlight **Switch Operation Mode** and press **Enter**.

```

Switch Mode Selection                               Layer 3 Switch
-----

The current mode of operation is IP Routing, Support IEEE 802.1Q VLANs
Choose a mode then select APPLY to make the mode active.
The switch automatically saves the changes and reboots.

Select switch operation mode:<IP Routing, Support IEEE 802.1Q VLANs >
                                APPLY

*****
Function:Select switch operation mode.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-24. Switch Mode Selection screen

The **Select switch operation mode** field can be toggled between **Layer 2 Only, Support IEEE802.1Q VLANs** (Layer 2 mode) and **IP Routing, Support IEEE 802.1Q VLANs** (Layer 3 mode). Highlight **APPLY** and press **Enter**. The switch will then reboot. When the switch finishes rebooting, it will be in the new operating mode. Configuration changes made while in the Layer 3 mode (and saved using **Save Changes**) will be saved while the switch is in Layer 2 mode.

A change mode confirmation screen (shown below) will appear to verify that the operating mode is to be changed. Press **Y** to continue or **N** to stop.

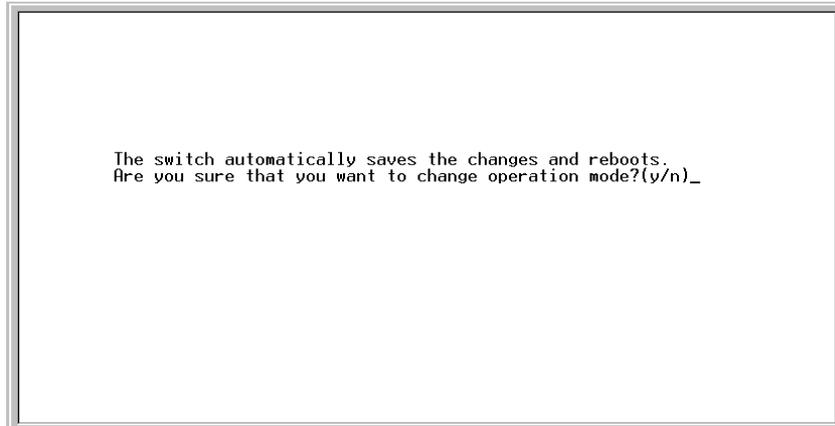


Figure 6-25. Change Operating Mode Confirmation screen

Layer 2 Switch Settings

To access the Layer 2 Switch Settings menu, highlight **Switch Settings** from the **Main Menu**. Then highlight **Layer 2 Switch Settings** on the **Switch Settings** menu and press **Enter**:

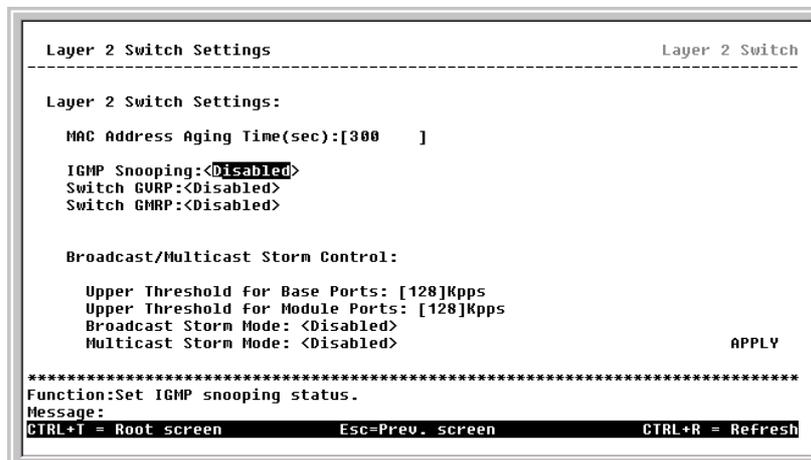


Figure 6-26. Layer 2 Switch Settings menu

The following fields can then be set:

Parameter	Description
MAC Address Aging Time (sec): [300]	Specifies the length of time a learned MAC Address will remain in the forwarding table without being accessed (that is, how long a learned MAC Address is allowed to remain idle). The Aging Time can be set to any value

between 10 and 1,000,000 seconds.

IGMP Snooping: Allows you to set IGMP snooping globally on the switch by selecting *Enabled* or *Disabled*.

<*Disabled*>

Switch GVRP Allows the Group VLAN Registration Protocol (GVRP) to be globally *Enabled* or *Disabled* on the switch.

;<*Disabled*>

Switch GMRP Allows the Group Multicast Registration Protocol (GMRP) to be globally *Enabled* or *Disabled* on the switch.

;<*Disabled*>

Upper Threshold for Master Ports: This is the number of thousands Broadcast/Multicast packets per second received by the switch – on one of the Master Ports – that will trigger the switch's reaction to a Broadcast/Multicast storm.

[128]Kpps

Upper Threshold for Module Ports: This is the number of thousands Broadcast/Multicast packets per second received by the switch – on one of the module ports – that will trigger the switch's reaction to a Broadcast/Multicast storm.

[128]Kpps

Broadcast Storm Mode: This field can be toggled between *Enabled* and *Disabled* using the space bar. This enables or disables, globally, the switch's reaction to Broadcast storms, triggered at the threshold set above.

<*Disabled*>

Multicast Storm Mode: This field can be toggled between *Enabled* and *Disabled* using the space bar. This enables or disables, globally, the switch's reaction to Multicast storms, triggered at the threshold set above.

<*Disabled*>

Switch Settings – Layer 3 IP Routing Protocol Settings



The Layer 3 Switch Settings menu only allows the available multicasting protocols to be enabled or disabled – globally – on the switch.

The multicasting and routing protocols are setup under the **Multicasting** and the **Layer 3 IP Networking** menus – both of which are under the **Advanced Setup** heading of the **Main Menu**.

To access the **Layer 3 IP Routing Protocol Settings** screen, highlight **Switch Settings** from the **Main Menu**. Then highlight **Layer 3 IP Routing Protocol Settings** on the **Switch Settings** menu and press **Enter**:

```

Layer 3 IP Routing Protocol Settings                               Layer 3 Switch
-----
IP Multicast Settings:
  DVMRP state : <Disabled>
  PIM-DM state : <Disabled>

APPLY

*****
Function:Enable/Disable DVMRP
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-27. Layer 3 IP Routing Protocol Settings screen

The following fields can then be set:

Parameter	Description
DVMRP state :<Disabled>	Allows the Distance-Vector Multicast Routing Protocol (DVMRP) to be <i>Enabled</i> or <i>Disabled</i> globally on the switch.
PIM-DM state: <Disabled>	Allows the Protocol Independent Multicast – Dense Mode (PIM-DM) multicast routing protocol to be <i>Enabled</i> or <i>Disabled</i> globally on the switch.

Screen Hierarchy

The contents of the Console Interface are arranged following the structure shown in the table below. The table is arranged starting with the name of the entry on the **Main Menu**. The sub-menus start with the name of the first menu, followed by the name of any sub-menus. The sub-menu names are indented. Some menus are available only when the switch is in IP Routing mode. These menus are shown in bold typeface.

Main Menu Entry	Sub-Menus
Switch Information	Switch Information
Remote Management Setup	Remote Management Setup Setup Trap Recipients
Switch Settings	Switch Settings Switch Mode Selection Layer 2 Switch Settings Layer 3 IP Routing Protocol Settings
Configure Ports	Configure Ports
Setup User Accounts	Setup User Accounts

Serial Port Settings	Serial Port Settings
Utilities	Utilities <ul style="list-style-type: none">Upgrade Firmware from TFTP ServerUse Configuration File on TFTP ServerSave Settings to TFTP ServerSave History Log to TFTP ServerPing Test BOOTP/DHCP Relay DNS Relay
Network Monitoring	Network Monitoring Menu <ul style="list-style-type: none">Port UtilizationPort Error PacketsPort Packet AnalysisBrowse MAC AddressBrowse IP AddressRouting TableARP TableDefault IP TableOSPF LSDB TableGVRPGMRP<ul style="list-style-type: none">Browse Router PortIGMP SnoopingIP Multicast Forwarding TableIGMP Group TableDVMRP Routing TableSwitch History
Save Changes	Save Changes Confirmation Screen (no sub-menus)
Reboot	Reboot <ul style="list-style-type: none">RebootSave Configuration & RebootReboot & Load Factory Default ConfigurationReboot & Load Factory Default Configuration Except IP Address
Logout	System Logout (no sub-menus)
Spanning Tree	Configure Spanning Tree <ul style="list-style-type: none">STP Group ConfigurationPort Spanning Tree Settings
Forwarding	Forwarding Menu <ul style="list-style-type: none">Setup Static Unicast MAC ForwardingSetup Static IP RoutesSetup Static ARP Entries
Filtering	Filtering Menu <ul style="list-style-type: none">Setup MAC Address FilterSetup IP Address Filtering
Priority	Setup MAC Address Priority
Mirroring	Mirroring Menu <ul style="list-style-type: none">Target Port SelectionSetup Port Mirroring
Multicasting	Multicasting Menu <ul style="list-style-type: none">IGMP Snooping (Layer 2 Only)

	Setup IEEE 802.1Q Multicasting Forwarding
	Setup IP Multicasting
	Multicast Interface Configuration
	IGMP Interface Configuration
	IGMP Static Member Configuration
	DVMRP Interface Configuration
	PIM-DM Interface Configuration
	Setup Static Router Port
VLANs	VLAN Menu
	Edit 802.1Q VLANs
	Configure 802.1Q Port Settings
Link Aggregation	Link Aggregation
Layer 3 IP Networking	Setup Layer 3 – IP Networking
	Setup IP Interface
	MD5 Key Table Configuration
	Setup RIP Configuration
	RIP Configuration
	Setup RIP
	Setup OSPF
	OSPF Area Setting
	OSPF Interface Configuration
	Virtual Interface Configuration
	Area Aggregation Configuraion
	Route Redistribution Settings

Table 6-2. Console Screen Hierarchy

Advanced Setup

Changing switch operation mode setting changes some of the menus and configuration options for the Advanced Setup of the switch. The configuration data for each mode is, however, saved when the switch's operating mode is changed.

Configuring VLANs



The switch allows the assignment of an IP interface to each VLAN, in IP Routing mode. The VLANs must be configured prior to setting up the IP interfaces.

VLANs by Switch Operating Mode

To create a new 802.1Q VLAN:

The VLAN menu adds an entry to edit the VLAN definitions and to configure the port settings for IEEE 802.1Q VLAN support. Highlight **VLANs** from the **Main Menu** and press **Enter**.



Figure 6-28. VLAN Menu

To create an 802.1Q VLAN, highlight **Edit 802.1Q VLANs** and press **Enter**:

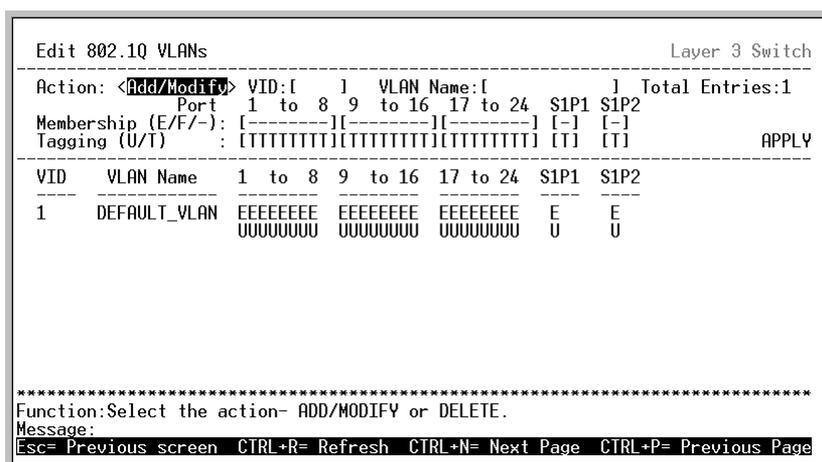


Figure 6-29. Edit 802.1Q VLANs screen

Parameter	Description
Action: <Add/Modify>	This field can be toggled using the space bar between <i>Add/Modify</i> and <i>Delete</i> . <i>Add/Modify</i> allows for the creation of a new VLAN or for changes to an existing VLAN. <i>Delete</i> allows for the deletion of an existing VLAN from the switch.
VID#	Allows the entry of the VLAN ID (VID) of an existing VLAN. VLANs can be identified by either the VID or the VLAN name.
VLAN Name:	Allows the entry of the name of an existing VLAN. VLANs can be identified by either the VID or the VLAN name.
Membership (E/F/-):	Allows an individual port to be specified as an Egress, Forbidden, or Non-member of a VLAN.
<i>E</i>	Egress Member - specifies the port as being a static member of the VLAN. Egress Member Ports are ports that will be

	of the VLAN. Egress Member Ports are ports that will be transmitting traffic for the VLAN. These ports can be either tagged or untagged.
<i>F</i>	Forbidden Non-Member - specifies the port as not being a member of the VLAN and that the port is forbidden from becoming a member of the VLAN dynamically.
-	Non-Member - specifies the port as not being a member of the VLAN, but the port can become a member of the VLAN dynamically.
Tagging (U/T):	Allows an individual port to be specified as either Tagging or Untagging.
<i>U</i>	Untagging - specifies the port as an Untagging member of the VLAN. When an untagged packet is transmitted by the port, the packet header remains unchanged. When a tagged packet exits the port, the tag is stripped and the packet is changed to an untagged packet.
<i>T</i>	Tagging - specifies the port as a Tagging member of the VLAN. When an untagged packet is transmitted by the port, the packet header is changed to include the 32-bit tag associated with the PVID (Port VLAN Identifier – see below). When a tagged packet exits the port, the packet header is unchanged.

To create an 802.1Q VLAN, toggle the **Action** field to *Add/Modify* using the space bar. Enter a VLAN ID number in the **VID#** field and a name for the new VLAN in the **VLAN Name** field.

Choose which ports will be members of the new VLAN and enter their membership status in the **Membership (E/F/-)** field. The status indicators of the individual ports can be entered directly from the keyboard or toggled using the space bar. Moving between the status indicators of the individual ports is accomplished using the arrow keys.

To set the 802.1Q VLAN membership status of a port:

To enter the 802.1Q VLAN status for a port, highlight the first field of **Membership (E/F/-)**. Each port's 802.1Q VLAN membership can be set individually by highlighting the port's entry using the arrow keys, and then toggling between *E*, *F*, or *-* using the space bar.

Next, determine which of the ports that are members of the new VLAN will be Tagged or Untagged ports.

To set a port as either a Tagged or an Untagged port:

Highlight the first field of **Tagging (U/T)** field. Each port's state can be set by highlighting the port's entry using the arrow keys and then toggling between *U* or *T* using the space bar.

If the port is attached to a device that is not IEEE 802.1Q VLAN compliant (VLAN-tag unaware), then the port should be set to *U* – Untagged.

If the port is attached to a device that is IEEE 802.1Q VLAN compliant, (VLAN-tag aware), then the port should be set to *T* – Tagged.

Press **APPLY** to make the additions/deletions effective for the current session. To make enter the IP Interfaces into Non-volatile RAM, highlight **Save Changes** from the **Main Menu** and press **Enter**.

In the following example screen, the VLAN “evilJulius” - VID# 2 – has been added. Ports 1, 2, 12, 14, 17, 25, and 26 are Egress ports (static members of “evilJulius”. Ports 5, 6, and 7 are Forbidden ports (non-members and are not allowed to join the VLAN “evilJulius” dynamically).

Example Edit 802.1Q VLAN screen:

```

Edit 802.1Q VLANs                                     Layer 3 Switch
-----
Action: <Add/Modify> VID:16 1 VLAN Name:[Backbone 1] Total Entries:6
Port 1 to 8 9 to 16 17 to 24 S1P1 S1P2
Membership (E/F/-): [-----][-----][----#---] [E] [E]
Tagging (U/T)      : [TTTTTTTT][TTTTTTTT][TTTT#TTT] [T] [T]
-----
VID  VLAN Name  1 to 8  9 to 16  17 to 24  S1P1  S1P2
-----
1  DEFAULT_VLAN  EEEEEEEE  EEEEEEEE  EEEEEEEE  E     E
   UUUUUUUU    UUUUUUUU  UUUUUUUU  U     U
2  Engineering   EEEE----  E-----  E-----  E     -
   TTTTTTTT    TTTTTTTT  TTTTTTTT  T     T
3  Marketing     -----  EEEE----  -----  -     -
   TTTTTTTT    TTTTTTTT  TTTTTTTT  T     T
4  Finance       -----  -----  EEEEE--  -     -
   TTTTTTTT    TTTTTTTT  TTTTTTTT  T     T
5  Sales         EEEE----  -----  -----  -     -
   TTTTTTTT    TTTTTTTT  TTTTTTTT  T     T
-----
*****
Function:Apply the settings.
Message: All changes applied!
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page
    
```

Figure 6-30. Edit 802.1Q VLANs screen

To configure the member ports of an 802.1Q VLAN:

Highlight **VLANs** from the **Main Menu** and press **Enter**.

```

VLAN Menu                                             Layer 3 Switch
-----
Edit 802.1Q VLANs
Configure 802.1Q Port Settings

*****
Function:Configure IEEE802.1Q VLAN settings.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh
    
```

Figure 6-31. VLAN Menu

Highlight **Configure 802.1Q Port Settings** and press **Enter**:

```

Configure 802.1Q Port Settings                                     Layer 2 Switch
-----
Module:<Base Unit>      Configure Port from [1 ] to [1 ]
PVID#[1 ]             Ingress Filter:<On >      GVRP:<On >      GMRP:<On >      APPLY
-----
Port#      1    2    3    4    5    6    7    8    9    10   11   12   13
PVID#      1    1    1    1    1    1    1    1    1    1    1    1    1
Ingress    On  On
GVRP       On  On
GMRP       On  On

Port#      14   15   16   17   18   19   20   21   22   23   24   S1P1 S1P2
PVID#      1    1    1    1    1    1    1    1    1    1    1    1    1
Ingress    On  On
GVRP       On  On
GMRP       On  On

*****
Function:Select module - Base Unit or Slot-1.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-32. Configure 802.1Q Port Settings screen

The following fields can be set:

Parameter	Description
Module:	This allows you to toggle between the <i>Base Unit</i> and <i>Slot-1</i> .
Configure Port from [] to []	This allows the entry of a contiguous range of port numbers to be configured.
PVID#[]	Port VLAN Identifier – is a classification mechanism that associates a port with a specific VLAN and is used to make forwarding decisions for untagged packets received by the port. For example, if port #2 is assigned a PVID of 3, then all untagged packets received on port #2 will be assigned to VLAN 3. This number is generally the same as the VID# number assigned to the port in the Edit 802.1Q VLANs menu above.
Ingress Filter:<Off>	This field can be toggled using the space bar between <i>On</i> and <i>Off</i> . <i>On</i> enables the port to compare the VID tag of an incoming packet with the PVID number assigned to the port. If the two are different, the port filters (drops) the packet. <i>Off</i> disables Ingress filtering.
GVRP:<Off>	Group VLAN Registration Protocol (GVRP) – this enables the port to dynamically become a member of a VLAN.
GMRP:<Off>	Group Multicast Registration Protocol (GMRP) – this enables the port to dynamically become a member of a multicast group.

Each port can be configured to use an Ingress Filter, to enable or disable GVRP. The ports to be configured in a given session can be identified by either entering a range of port numbers or by entering the PVID#.

To configure a port's 802.1Q VLAN settings:

Highlight the **Configure Port from [] to []** field and enter the range of port numbers you want to configure. As an alternative you can use the arrow keys to highlight the **PVID#** field and enter the PVID for the VLAN's member ports you want to configure.

Use the arrow keys to highlight the remaining fields and the space bar to toggle between *On* and *Off*.

To edit an existing 802.1Q VLAN:

Highlight **VLANs** on the **Main Menu** and press **Enter**:

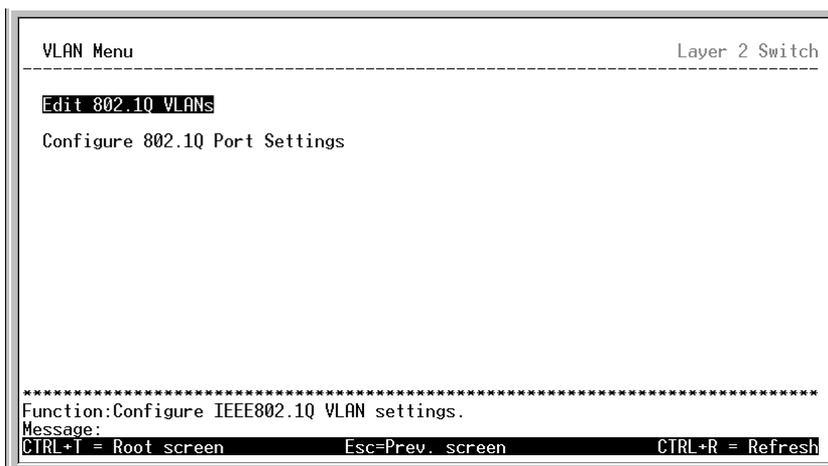


Figure 6-33. VLAN Menu

To edit an existing 802.1Q VLAN, highlight **Edit 802.1Q VLANs** and press **Enter**:

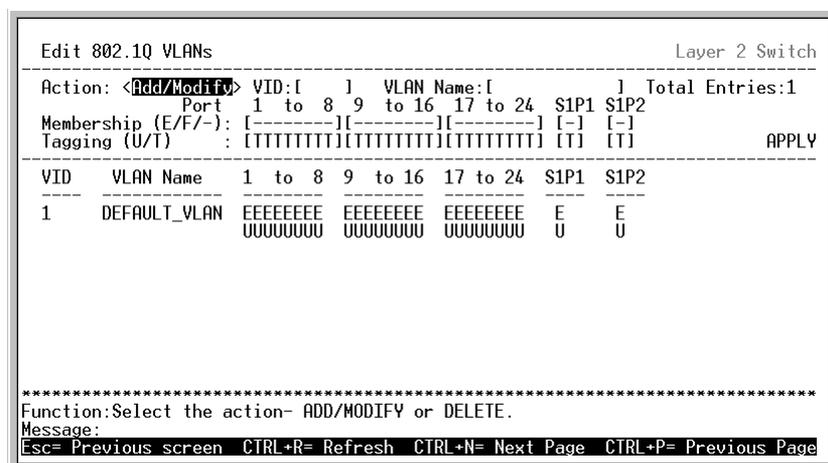


Figure 6-34. Edit 802.1Q VLANs screen

To edit an existing 802.1Q VLAN, highlight the **Action** field and toggle between *Add/Modify* and *Delete*. In the *Add/Modify* mode, both individual entrees to a selected VLAN and entire VLANs can be added. In the *Delete* mode, entire VLANs can be deleted. VLANs to be edited can be selected by either the **VID#** field or the **VLAN Name** fields. Enter either the VID or the VLAN Name for the 802.1Q VLAN you want to edit and press **Enter**.

To delete an entire VLAN, toggle the **Action** field to *Delete*, enter either the VID or the VLAN Name in the appropriate field and press **Enter**. Highlight **Apply** and press **Enter**. The selected VLAN will be deleted. To enter the change into Non-volatile RAM, select **Save Changes** from the **Main Menu**.

802.1Q VLANs are edited by specifying which ports will be Egress Members, Forbidden non-members or non-members.

The ports are further set to be either a Tagged or an Untagged port.

To edit the 802.1Q VLAN membership of a port:

Highlight the first field of **Membership (E/F/-)**. Each port's 802.1Q VLAN membership can be set individually by highlighting the port's entry using the arrow keys, and then toggling between *E*, *F*, or – using the space bar.

To edit a port's Tagged or Untagged status:

Highlight the first field of **Tagging (U/T)** field. Each port's state can be set by highlighting the port's entry using the arrow keys and then toggling between *U* or *T* using the space bar.

If the port is attached to a device that is not IEEE 802.1Q VLAN compliant (VLAN-tag unaware), then the port should be set to *U* – Untagged.

If the port is attached to a device that is IEEE 802.1Q VLAN compliant, (VLAN-tag aware), then the port should be set to *T* – Tagged.

To configure a port's 802.1Q VLAN settings:

Highlight the **Configure Port#** field and enter the port number of the port you want to configure. Use the arrow keys to highlight the **PVID#** field and enter the PVID for the port.

Use the arrow keys to highlight the remaining fields and the space bar to toggle between *Enable* and *Disable*.

Setting Up IP Interfaces



A VLAN that does not have a corresponding IP interface defined for it, will function as a Layer 2 Only VLAN – regardless of the Switch Operation mode.

Each VLAN must be configured prior to setting up the VLAN's corresponding IP interface.

An example is presented below:

VLAN Name	VID	Switch Ports
System (default)	1	5, 6, 7, 8, 21, 22, 23, 24
Engineering	2	9, 10, 11, 12
Marketing	3	13, 14, 15, 16
Finance	4	17, 18, 19, 20
Sales	5	1, 2, 3, 4
Backbone	6	25, 26

Table 6-3. VLAN Example – Assigned Ports

In this case, 6 IP interfaces are required, so a CIDR notation of 10.32.0.0/11 (or a 11-bit) addressing scheme will work. This addressing scheme will give a subnet mask of 11111111.11100000.00000000.00000000 (binary) or 255.224.0.0 (decimal).

Using a 10.xxx.xxx.xxx IP address notation, the above example would give 6 network addresses and 6 subnets.

Any IP address from the allowed range of IP addresses for each subnet can be chosen as an IP address for an IP interface on the switch.

For this example, we have chosen the next IP address above the network address for the IP interface's IP Address:

VLAN Name	VID	Network Number	IP Address
System (default)	1	10.32.0.0	10.32.0.1
Engineer	2	10.64.0.0	10.64.0.1
Marketing	3	10.96.0.0	10.96.0.1
Finance	4	10.128.0.0	10.128.0.1
Sales	5	10.160.0.0	10.160.0.1
Backbone	6	10.192.0.0	10.192.0.1

Table 6-4. VLAN Example – Assigned IP Interfaces

The 6 IP interfaces, each with an IP address (listed in the table above), and a subnet mask of 255.224.0.0 can be entered into the **Setup IP Interface** menu.

To setup IP Interfaces on the switch:

Highlight **Layer 3 IP Networking** from the **Main Menu** and press **Enter**.

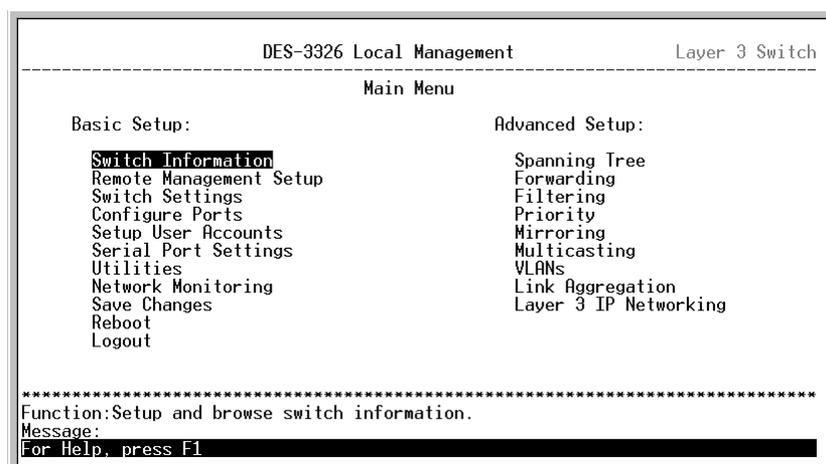


Figure 6-35. Layer 3 - Main Menu

Highlight **Layer 3 IP Networking** from the **Main Menu** and press **Enter**.

```

Setup Layer 3 - IP Networking                                     Layer 3 Switch
-----
IP Interface:
  Setup IP Interface
  MD5 Key Table Configuration

Routing Protocols:
  Setup RIP Configuration
  Setup OSPF
  Route Redistribution Settings

*****
Function:Setup IP interface.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-36. Setup Layer 3 – IP Networking menu

Highlight **Setup IP Interface** and press **Enter**.

```

Setup IP Interface                                             Layer 3 Switch
-----
Action:<Add/Modify>
Interface Name:l      ]      VID:l      ]
IP Address :l0.0.0.0  ]      Active:<Yes>
Subnet Mask:l0.0.0.0  ]

Total IP Interface: 1      APPLY

Interface Name: System      1 to 8  9 to 16  17 to 24  S1P1  S1P2
IP Address : 10.42.73.90    HHHHHHHH  HHHHHHHH  HHHHHHHH  H      H
Subnet Mask: 255.0.0.0
VID : 1
Active : Yes

Interface Name:      1 to 8  9 to 16  17 to 24  S1P1  S1P2
IP Address :
Subnet Mask:
VID :
Active :

*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-37. Layer 3 – IP Networking Menu

Toggle the **Action** field to *Add/Modify*. Choose a name for the interface to be added and enter it in the **Interface Name** field. The corresponding VLAN ID must also be entered in the **VID** field. Enter the interface's IP address and subnet mask in the corresponding fields. Toggle the **Active** field to **Yes**, highlight **APPLY** and press **Enter** to make the IP interface effective. Use **Save Changes** from the **Main Menu** to enter the changes into NV-RAM.

The following fields can be set:

Parameter	Description
Action: <Add/Modify >	This field can be toggled using the space bar between <i>Add/Modify</i> and <i>Delete</i> . <i>Add/Modify</i> allows for the creation of a new IP interface or changes to an existing IP interface. <i>Delete</i> allows for the deletion of an existing IP interface from the switch.
Interface Name: []	This field allows the entry of a name for the IP interface. The default IP interface is named "System".
IP Address: []	This field allows the entry of an IP address to be assigned to this IP interface.
Subnet Mask: []	This field allows the entry of a subnet mask to be applied to this IP interface.
Active: <Yes>	This field is toggled between <i>Yes</i> and <i>No</i> using the space bar. This entry determines whether the IP interface will be active or not.
VID: []	This field allows the entry of the VLAN ID number for the VLAN the IP interface belongs to.

Layer 3 IP Networking

To access the **Layer 3 IP Networking** menus, highlight **Layer 3 IP Networking** from the **Main Menu** and press **Enter**.

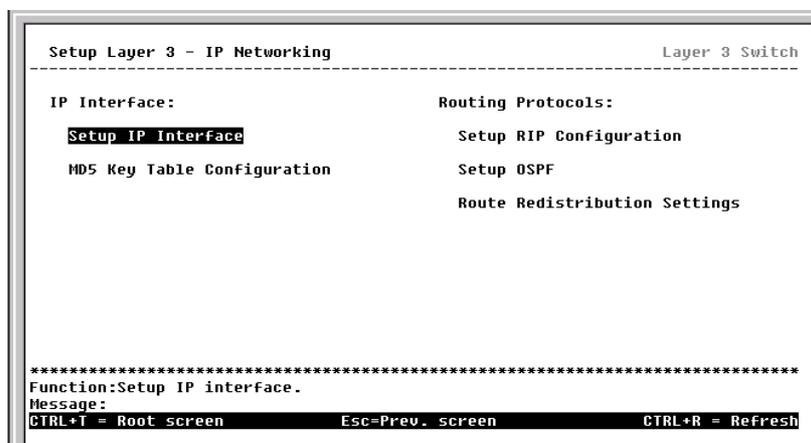


Figure 6-38. Layer 3 – IP Networking menu

Setup Routing Information Protocol (RIP)



If an IP Interface is created while RIP is enabled, the TX Mode default will be V2 Only and the RX Mode default will be V1 and V2.

To access the **Setup RIP Configuration** menu, highlight **Setup RIP Configuration** from the **Setup Layer 3 IP – Networking** menu and press **Enter**.

```

RIP Configuration                                     Layer 3 Switch
-----
RIP Status:<Enabled>                                APPLY
Setup RIP

*****
Function:Set RIP status for this switch.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh
  
```

Figure 6-39. RIP Configuration menu

The **RIP Configuration** menu allows RIP to be globally enabled and disabled on the switch without changing its configuration. Toggle the **RIP Status** field between *Enabled* and *Disabled* using the space bar.

To configure RIP on the switch, highlight **Setup RIP** from the **RIP Configuration** menu and press **Enter**.

```

Setup RIP                                             Layer 3 Switch
-----
Interface name: [System      ]
TX Mode< V2 Only  >                                RX Mode:< V2 Only  >
Authentication:<Enabled>                            Password:[piktar      ]  APPLY
-----
Interface      IP Address      TX Mode      RX Mode      Authentication
-----
System         10.32.0.1       V2 Only      V2 Only      Enabled
Engineering    10.64.0.1       Disabled     Disabled     Disabled
Marketing       10.96.0.1       Disabled     Disabled     Disabled
Finanace       10.128.0.1      Disabled     Disabled     Disabled
Sales          10.160.0.1      Disabled     Disabled     Disabled
Backbone       10.192.0.1      Disabled     Disabled     Disabled

*****
Function:Apply the settings.
Message: All changes applied!
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page
  
```

Figure 6-40. Setup RIP screen

This screen allows the entry of a 16-character Message Digest (version 5 – MD5) key that can be used to authenticate every packet exchanged between OSPF routers. It is used as a security mechanism to limit the exchange of network topology information to the OSPF routing domain.

The following fields can be set:

Parameter	Description
Action: <Add/Modify>	This field can be toggled using the space bar between <i>Add/Modify</i> and <i>Delete</i> . <i>Add/Modify</i> allows for the creation of a new MD5 Key or changes to an existing MD5 Key. <i>Delete</i> allows for the deletion of an existing MD5 Key.
Key ID: []	A number from 1 to 255 used to identify the MD5 Key.
Key: []	An alphanumeric string of between 1 and 16 case-sensitive characters used to generate the Message Digest which is in turn, used to authenticate OSPF packets within the OSPF routing domain.

Setup RIP Configuration

To access the **Setup RIP Configuration** menu, highlight **Setup RIP Configuration** from the **Setup Layer 3 IP – Networking** menu and press **Enter**.

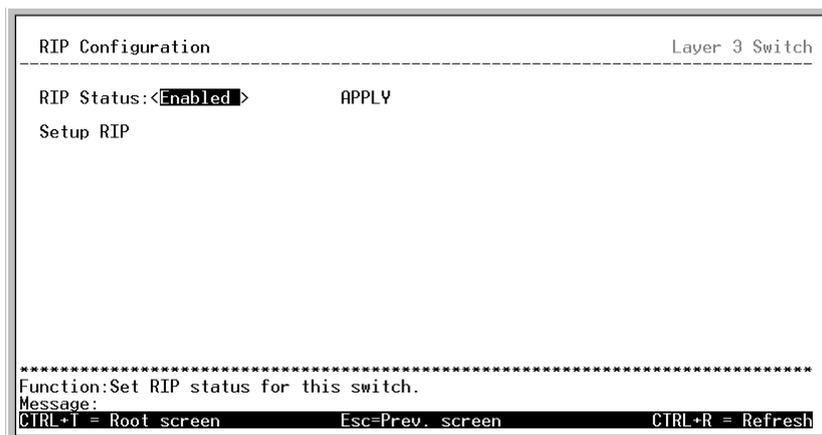


Figure 6-42. RIP Configuration menu

The **RIP Configuration** menu allows RIP to be globally enabled and disabled on the switch without changing its configuration.

To configure RIP on the switch, highlight **Setup RIP** from the **RIP Configuration** menu and press **Enter**.

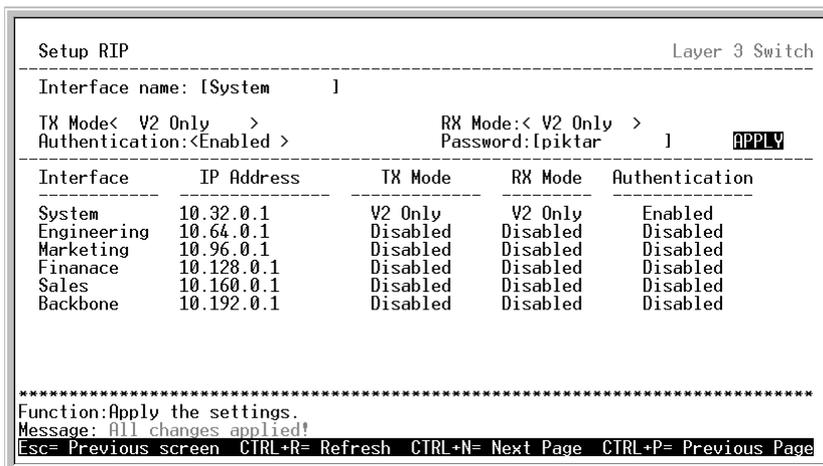


Figure 6-43. Setup RIP screen

The following fields can be set:

Parameter	Description
Interface name: [System]	The name of the IP interface on which RIP is to be setup. This interface must be previously configured on the switch.
TX Mode <Disabled>	Toggle among <i>Disabled</i> , <i>V1 Only</i> , <i>V1 Compatible</i> , and <i>V2 Only</i> . This entry specifies which version of the RIP protocol will be used to transmit RIP packets. <i>Disabled</i> prevents the transmission of RIP packets.
RX Mode <Disabled>	Toggle among <i>Disabled</i> , <i>V1 Only</i> , <i>V2 Only</i> , and <i>V1 and V2</i> . This entry specifies which version of the RIP protocol will be used to interpret received RIP packets. <i>Disabled</i> prevents the reception of RIP packets.
Authentication:	Toggle between <i>Enabled</i> and <i>Disabled</i> . When authentication is enabled, a password is used to authenticate communication between routers on the network. Authentication is only supported when RIP is in <i>V1 Compatible</i> or <i>V2 only</i> mode.
Password:	A password to be used to authenticate communication between routers on the network.

Setup OSPF

Highlight **Setup OSPF** from the **Setup Layer 3 - IP Networking** menu and press **Enter** to access the **Setup OSPF** menu.

```

Setup OSPF                                     Layer 3 Switch
-----
[OSPF Area Setting]
OSPF Interface Configuration
Virtual Interface Configuration
Area Aggregation Configuration

OSPF Router ID : [0.0.0.0      ]
Current Router ID: 10.11.79.99
AS Border Router : <No >
State           : <Disabled>          APPLY

*****
Function:Configure OSPF area settings.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-44. Setup OSPF menu

Each menu item is explained as follows:

- **OSPF Area Setting** – Allows the configuration of sub-domains called OSPF areas and the designating them as either Normal or Stub areas. Normal areas allow the advertisement of external routes and stub areas do not.
- **OSPF Interface Configuration** – Allows the entry of OSPF Interfaces that correspond to IP interfaces defined previously on the switch.
- **Virtual Interface Configuration** – Allows the definition of areas that allow links with outside routers to access the OSPF backbone.
- **Area Aggregation Configuration** – Allows OSPF areas to be represented by their network-number (network address) and subnet mask. In addition, the type of Link-State Database advertisements can be specified for each area.

On the **Setup OSPF** menu itself, an OSPF Router ID for the switch is entered. This is a 32-bit number (in the form of an IP address) that uniquely identifies the switch as an OSPF router on the network.

The following fields can be set:

Parameter	Description
OSPF Router ID: []	A 32-bit number (in the form of an IP address – xxx.xxx.xxx.xxx) that uniquely identifies the switch in the OSPF domain. It is common to assign the highest IP address assigned to the switch (router). In this case, it would be 10.255.255.255, but any unique 32-bit number will do. If 0.0.0.0 is entered, the highest IP address assigned to the switch will become the OSPF Route ID.
Current Router ID: []	Displays the OSPF Route ID currently in use by the switch. This Route ID is displayed as a convenience to the user when changing the switch's OSPF Route ID.
AS Border Router	Autonomous System Border Router – displays whether or not the switch is configured as an AS Border Router.
State: <Disabled>	Allows OSPF to be enabled or disabled globally on the switch without changing the OSPF configuration.

OSPF Area Setting

This menu allows the configuration of OSPF Area IDs and to designate these areas as either *Normal* or *Stub*. Normal OSPF areas allow Link-State Database (LSDB) advertisements of routes to networks that are external to the area. Stub areas do not allow the LSDB advertisement of external routes. Stub areas use a default summary external route (0.0.0.0) to reach external destination.

To configure the OSPF areas for the switch, highlight **OSPF Area Setting** on the **Setup OSPF** menu and press **Enter**.

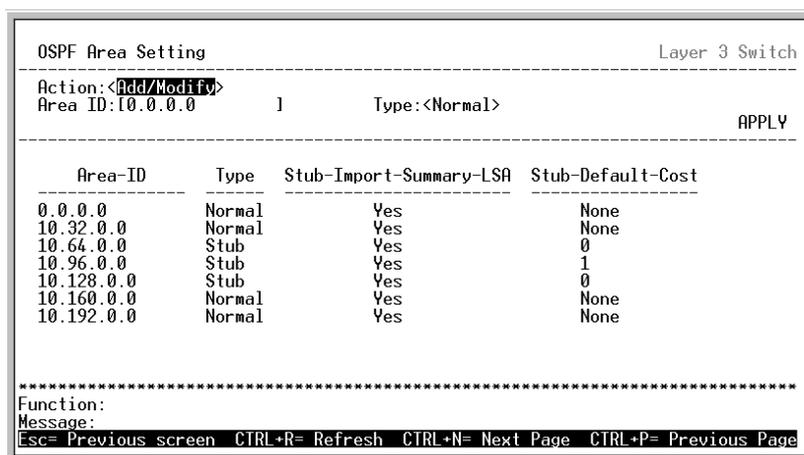


Figure 6-45. OSPF Area Setting screen

The following fields can be set:

Parameter	Description
Action: <Add/Modify >	This field can be toggled using the space bar between <i>Add/Modify</i> and <i>Delete</i> . <i>Add/Modify</i> allows for the creation of a new OSPF Area or changes to an existing OSPF Area. <i>Delete</i> allows for the deletion of an existing OSPF Area.
Area ID: [0.0.0.0]	A 32-bit number in the form of an IP address (xxx.xxx.xxx.xxx) that uniquely identifies the OSPF area in the OSPF domain.
Type: <Normal>	This field can be toggled between <i>Normal</i> and <i>Stub</i> using the space bar. When it is toggled to <i>Stub</i> , additional fields appear – Stub Import Summary LSA , and Stub Default Cost .
Stub Import Summary LSA: <Yes>	Displays whether or not the selected Area will allow Summary Link-State Advertisements (Summary LSAs) to be imported into the area from other areas.
Stub Default Cost: [0]	Displays the default cost for the route to the stub of between 0 and 65,535. The default is <i>None</i> (0).

OSPF Interface Configuration

This screen allows the association of IP interfaces with OSPF areas. The IP interfaces must have been previously defined on the switch.

To configure an OSPF interface, highlight **OSPF Interface Configuration** from the **Setup OSPF** menu and press **Enter**.

```

OSPF Interface Configuration                                     Layer 3 Switch
-----
Interface Name:[ ] Area ID:[0.0.0.0 ] Router Priority:[1 ]
Hello Interval:[10 ] Dead Interval:[40 ] State:<Disabled>
Auth. Type:<None > Auth. Key : Metric:[1 ] APPLY
-----
Name      Interface  Area ID    Prio Hello Dead  Auth. State Metric
IP Address
-----
System   10.42.73.221  0.0.0.0    1   10   40   None Disab 1
-----
*****
Function:Enter OSPF interface name.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-46. OSPF Interface Configuration screen

The following fields can be set:

Parameter	Description
Interface Name: <i>[System]</i>	Allows the entry of the name of an IP interface previously configured on the switch.
Area ID: <i>[0.0.0.0]</i>	Allows the entry of an OSPF Area ID configured above.
Router Priority: <i>[1]</i>	Allows the entry of a number between 0 and 255 representing the OSPF priority of the selected area. If a Router Priority of 0 is selected, the switch cannot be elected as the Designated Router for the network.
Hello Interval: <i>[10]</i>	Allows the specification of the interval between the transmission of OSPF Hello packets, in seconds. Between 5 and 65535 seconds can be specified. The Hello Interval, Dead Interval, Authorization Type, and Authorization Key should be the same for all routers on the same network.
Dead Interval: <i>[40]</i>	Allows the specification of the length of time between the receipt of Hello packets from a neighbor router before the selected area declares that router down. An interval between 5 and 65535 seconds can be specified. The Dead Interval must be evenly divisible by the Hello Interval.
State: <i><Disabled></i>	Allows the OSPF interface to be disabled for the selected area without changing the configuration for that area.
Auth. Type: <i><None></i>	This field can be toggled between <i>None</i> , <i>Simple</i> , and <i>MD5</i> using the space bar. This allows a choice of authorization schemes for OSPF packets that may be exchanged over the OSPF routing domain. <i>None</i> specifies no authorization. <i>Simple</i> uses a simple password to determine if the packets are from an authorized OSPF router. When <i>Simple</i> is selected, the Auth Key field allows the entry of a 8 character password that must be the same as a password configured on a neighbor OSPF router. MD5 uses a cryptographic key entered in the MD5 Key Table Configuration menu. When MD5 is selected, the Auth Key ID field allows the specification of the Key ID as defined in the MD5 configuration above. This must be the same MD5 Key as used by the neighboring router.
Auth. Key: <i>[]</i>	MD5 uses a cryptographic key entered in the MD5 Key Table Configuration screen. When MD5 is selected, the Auth. Key ID field allows the specification of the Key ID as defined in the MD5 configuration above. This must be the same MD5 Key as used by the neighboring router.
Metric: <i>[1]</i>	This field allows the entry of a number between 1 and 65,535 that is representative of the OSPF cost of reaching the selected OSPF interface. The default metric is 1.

Virtual Interface Configuration

Virtual Interfaces are used by OSPF to link areas that do not have a physical connection to the backbone (also called Area 0) or to link areas of the backbone itself that are discontinuous. This allows routing information to flow from an area that is physically disconnected from area 0 into area 0 by configuring an interface across one of the areas previously defined above.

To configure an OSPF Virtual Interface, highlight **Virtual Interface Configuration** and press **Enter**.

```

Virtual Interface Configuration                                Layer 3 Switch
-----
Action:<Add/Modify>
Transit Area ID:[           ] Neighbor Router ID:[           ]
Hello Interval:[           ] Dead Interval:[           ]
Auth. Type:<None >      Auth. Key :
-----
Transit Area ID Neighbor Router ID Hello Intv. Dead Intv. Auth. Type Status
-----

*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-47. Virtual Interface Configuration screen

Note that the Hello Interval (**Hello-Intv.**), Dead Interval (**Dead-Intv.**), and Authorization Type (**Auth. Type**) must be the same for the **Transit Area** and the remote area's **Neighbor Router**.

The following fields can be set:

Parameter	Description
Action: <Add/Modify >	This field can be toggled using the space bar between <i>Add/Modify</i> and <i>Delete</i> . <i>Add/Modify</i> allows for the creation of a new OSPF Virtual Interface or changes to an existing OSPF Virtual Interface. <i>Delete</i> allows for the deletion of an existing OSPF Virtual Interface.
Transit Area ID: []	Allows the entry of an OSPF Area ID – previously defined on the switch – that allows a remote area to communicate with the backbone (area 0). A Transit Area cannot be a Stub Area or a Backbone.
Neighbor Router ID: []	The OSPF router ID for the remote router. This is a 32-bit number in the form of an IP address (xxx.xxx.xxx.xxx) that uniquely identifies the remote area's Area Border Router.

Status Displays the current status (**UP** or **DOWN**) of the corresponding OSPF Virtual Interface.

Area Aggregation Configuration

Area Aggregation allows all of the routing information that may be contained within an area to be aggregated into a summary LSDB advertisement of just the network address and subnet mask. This allows for a reduction in the volume of LSDB advertisement traffic as well as a reduction in the memory overhead in the switch used to maintain routing tables.

To aggregate routing information contained within an OSPF area, highlight **Area Aggregation Configuration** from the **Setup OSPF** menu and press **Enter**.

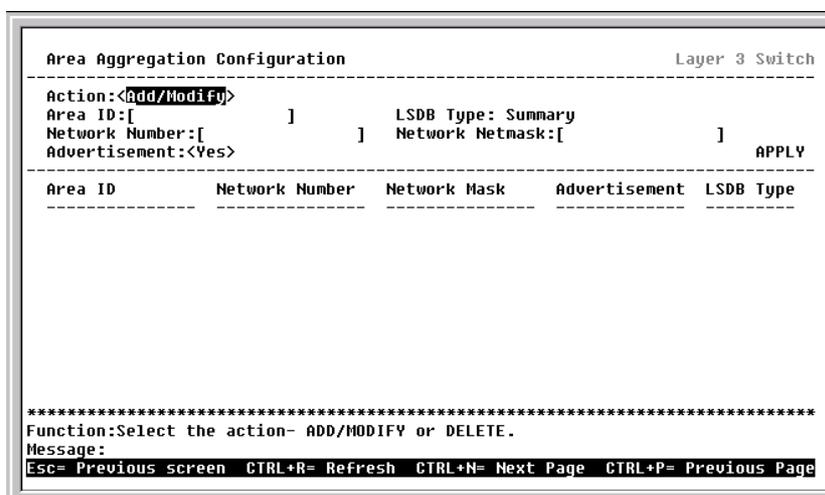


Figure 6-48. Area Aggregation Configuration screen

The following fields can be set:

Parameter	Description
Action: <Add/Modify >	This field can be toggled using the space bar between <i>Add/Modify</i> and <i>Delete</i> . <i>Add/Modify</i> allows for the creation of a new OSPF Area Aggregation or changes to an existing OSPF Area Aggregation. <i>Delete</i> allows for the deletion of an existing OSPF Area Aggregation.
Area ID: []	Allows the entry the OSPF Area ID for which the routing information will be aggregated. This Area ID must be previously defined on the switch.
Network Number: []	Sometimes called the Network Address. The 32-bit number in the form of an IP address that uniquely identifies the network that corresponds to the OSPF Area above.
Network Netmask: []	This is the netmask associated with the Network Number above.

Advertisement: This field can be toggled between *Yes* and *No* using the space bar. It determines whether or not the selected OSPF Area will advertise its summary LSDB (Network-Number and Network-Mask) or not.

<Yes>

Route Redistribution Settings

Route redistribution allows routers on the network that are running different routing protocols to exchange routing information. This is accomplished by comparing the routes stored in the various router's routing tables and assigning appropriate metrics. This information is then exchanged among the various routers according to the individual routers current routing protocol. The DES-3326 can redistribute routing information between the OSPF and RIP routing protocols to all routers on the network that are running OSPF or RIP. Routing information entered into the Static Routing Table on the local DES-3326 switch is also redistributed.

```

Route Redistribution Settings                                     Layer 3 Switch
-----
Action:<Add/Modify>
Source Protocol:<RIP >      Destination Protocol:<OSPF >
Metric Type :<Type-2 >      Metric : [20 ]      APPLY
-----
Source Protocol  Destination Protocol  Type  Metric
-----
*****
Function: Config the destinated route redistribution.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-49. Route Redistribution Settings screen

The following fields can be set:

Parameter	Description
Action: <Add/Modify>	This field can be toggled using the space bar between <i>Add/Modify</i> and <i>Delete</i> . <i>Add/Modify</i> allows for the creation of a new OSPF Area Aggregation or changes to an existing OSPF Area Aggregation. <i>Delete</i> allows for the deletion of an existing OSPF Area Aggregation.
Source Protocol: []	Allows the selection of the protocol of the source device. Available choices are <i>RIP</i> , <i>OSPF</i> , or <i>Static</i> .
Destination Protocol: []	Allows the selection of the protocol of the destination device. Available choices are <i>RIP</i> and <i>OSPF</i> .
Metric Type: []	Allows the selection of one of two methods for calculating the metric value. <i>Type-1</i> calculates the metric (for RIP to OSPF) by adding the destination's interface cost to the metric entered in the Metric field. <i>Type-2</i> uses the metric entered in the Metric field without change. This field

applies only when the destination field is OSPF.

Metric:[] Allows the entry of an OSPF interface cost. This is analogous to a Hop Count in the RIP routing protocol.

Multicasting

Layer 2 Multicast Setup

To setup Multicasting on the switch, when the switch is in Layer 2 operating mode, highlight **Multicasting** from the **Main Menu** and press **Enter**.

```

Multicasting Menu                                     Layer 2 Switch
-----
IGMP Snooping Settings
IEEE 802.1Q Multicasting Settings
Static Router Port Settings

*****
Function:Setup IGMP snooping configuration.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-50. Multicasting Menu

IGMP Snooping Settings

To configure IGMP Snooping, highlight **IGMP Snooping Settings** from the **Multicasting Menu** and press **Enter**.

```

IGMP Snooping Settings                               Layer 2 Switch
-----
Switch IGMP Snooping: Disabled
Notes: If you want to change it, back to Switch Settings.
Action: <Add/Modify>
VID:1 1      State:<Enabled >
Robustness Variable:12 1 Query Interval:125 1 Max Response:1101 APPLY

  VID      State  Age Out      VID      State  Age Out
  ----      -
1          Disabled 260

Age Out = Robustness Variable * Query Interval + Max Response
*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-51. IGMP Snooping Settings screen

IGMP Snooping can be globally enabled or disabled from the **IGMP Snooping Settings** screen.

To configure IGMP Snooping:

Toggle the **Switch IGMP Snooping** field to *Enabled*. Toggle the **Querier State** field to the appropriate choice between *Non-Querier*, *V1-Querier*, and *V2-Querier* to determine the version of IGMP that is used in your network. A value between 2 and 255 can be entered for the **Robustness Variable** (default is 2). The **Query Interval** can be set between 1 and 65500 seconds (default is 125 seconds). This sets the time between IGMP queries. The **Max Response** allows a setting between 1 and 25 seconds (default is 10) and specifies the maximum amount of time allowed before sending a response report.

Highlight APPLY and press **Enter** to make the settings effective.

The following fields can be set:

Parameter	Description
Switch IGMP Snooping: <Disabled>	This field can be toggled using the space bar between <i>Disabled</i> and <i>Enabled</i> . This is used to enable or disable IGMP Snooping, globally, on the switch.
Querier State: <Non-Querier>	This field can be toggled between <i>Non-Querier</i> , <i>V1-Querier</i> , and <i>V2-Querier</i> . This is used to specify the IGMP version (1 or 2) that will be used by the IGMP interface when making queries.
Robustness Variable: [2]	A tuning variable to allow for sub-networks that are expected to lose a large number of packets. A value between 2 and 255 can be entered, with larger values being specified for sub-networks that are expected to lose larger numbers of packets.
Query Interval: [125]	Allows the entry of a value between 1 and 65535 seconds, with a default of 125 seconds. This specifies the length of time between sending IGMP queries.
Max. Response: [10]	Sets the maximum amount of time allowed before sending an IGMP response report. A value between 1 and 25 seconds can be entered, with a default of 10 seconds.

IEEE 802.1Q Multicast Forwarding

To edit the IEEE802.1 Multicast Forwarding settings, highlight **IEEE802.1Q Multicast Forwarding Settings** from the **Multicasting Menu** and press **Enter**.

```

Setup IEEE802.1q Multicast Forwarding                               Layer 2 Switch
-----
Action: <Add/Modify>      VID: [1 ]
Multicast MAC Address[000000000000]
Port 1 to 8 9 to 16 17 to 24 S1P1 S1P2
(E/F/-)[-----][-----][-----] [-] [-]
Total Entries:0          APPLY
-----
MAC Address  VID  1 to 8 9 to 16 17 to 24  S1P1 S1P2
-----
*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-52. Setup IEEE 802.1Q Multicast Forwarding screen

When the switch is in Layer 2 operating mode, IEEE 802.1Q multicast forwarding allows the static entry of multicast MAC addresses, which will be sources of multicast packets, and switch port numbers, to which these multicast packets will be forwarded. The ports that can be chosen as the destination for multicast packets from the above MAC multicast address, are limited to the ports belonging to the VLAN that corresponds to the VID entered in the **VID** field.

Each port of a given VLAN can be configured as an egress member, a forbidden non-member, or as a non-member of the multicast group that will receive multicast packets from the multicast MAC address, by toggling the entry below each port of the VLAN to the appropriate code.

Parameter	Description
Action: <Add/Modify>	The field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar. To add a new entry to the multicast forwarding table, select <i>Add/Modify</i> and enter the VID of the VLAN that will be receiving the multicast packets. Enter the MAC address of the multicast source, and then enter the member ports. <i>Delete</i> allows for the deletion of a previously made entry.
VID: []	Allows the specification of the VLAN ID (VID) of the VLAN the static multicast group member belongs to.
Multicast MAC Address: []	Allows the entry of the MAC address of a static multicast group member.
(E/F/-): [][][]	To set a port's multicast group membership status, highlight the first field of. Each port's multicast group membership can be set individually by highlighting the port's entry using the arrow keys, and then toggling between <i>E</i> , <i>F</i> , or <i>-</i> using the space bar.
<i>E</i>	Egress Member – specifies the port as being a static member of the multicast group. Egress Member Ports are ports that will be transmitting traffic for the multicast group.
<i>F</i>	Forbidden Non-Member - specifies the port as not being a member of the multicast group and that the port is forbidden from becoming a member of the multicast group dynamically.
<i>-</i>	Non-Member - specifies the port as not being a member of the multicast group, but the port can become a member of the multicast group dynamically.

Static Router Port Settings

A static router port is a port that has a multicast router attached to it. Generally, this router would have a connection to a WAN or to the Internet. Establishing a router port will allow multicast packets coming from the router to be propagated through the network, as well as allowing multicast messages (IGMP) coming from the network to be propagated to the router.

A router port has the following behavior:

- All IGMP Report packets will be forwarded to the router port.
- IGMP queries (from the router port) will be flooded to all ports.
- All UDP multicast packets will be forwarded to the router port. Because routers do not send IGMP reports or implement IGMP snooping, a multicast router connected to the router port of the Layer 3 switch would not be able to receive UDP data streams unless the UDP multicast packets were all forwarded to the router port.
- A router port will be dynamically configured when IGMP query packets, RIPv2 multicast, DVMRP multicast, PIM-DM multicast packets are detected flowing into a port.

To setup a static router port, highlight **Static Router Port Settings** from the **Multicasting Menu** and press **Enter**.

```

Setup Static Router Port                                     Layer 2 Switch
-----
Action: <Add/Modify>                                     Total Entries:0
VID:[1  ] Router Port(M/-):[-----][-----][-----] [-] [-]  APPLY
VID 1  to 8 9  to 16 17 to 24  SIP1 SIP2
-----

*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-53. Setup Static Router Port screen

Parameter	Description
Action: <Add/Modify>	This field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar. To add a port to the static router port table, select <i>Add/Modify</i> and enter the VID of the VLAN the router port will belong to. <i>Delete</i> allows for the deletion of a previously made entry.
Router Port (M/-): []	Each port can be set individually as a router port by highlighting the port's entry using the arrow keys, and then toggling between <i>M</i> and <i>-</i> using the space bar. <i>M</i> indicates a port is a member of the static group of router ports. <i>-</i> indicates a port is not a static member.

Layer 3 Multicasting

When the switch is in IP Routing mode, several functions supporting IP multicasting are added to the Multicasting menu. These additional functions can be configured under the **IP Multicasting Settings** menu.

With the switch in IP Routing mode, highlight **Multicasting** from the **Main Menu** and press **Enter**.

```
Multicasting Menu                                     Layer 3 Switch
-----
IEEE 802.1Q Multicasting Settings
IP Multicasting Settings
Static Router Port Settings

*****
Function:Setup GMRP multicast configuration.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh
```

Figure 6-54. Multicasting Menu

Setup IP Multicast

To setup IP multicasting on the switch:

Highlight **IP Multicasting Settings** from the **Multicasting Menu** and press **Enter**.

Highlight **Multicast Interface Configuration** from the **Setup IP Multicast** menu and press **Enter**.

```
Setup IP Multicast                                     Layer 3 Switch
-----
Multicast Interface Configuration
IGMP Interface Configuration
DVMRP Interface Configuration
PIM-DM Interface Configuration

*****
Function:
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh
```

Figure 6-55. Setup IP Multicast menu

Multicast Interface Configuration

To configure the multicast interface, highlight **Multicast Interface Configuration** and press **Enter**.

```

Multicast Interface Configuration                               Layer 3 Switch
-----
Interface Name:[System] IP Address: 10.42.73.101
IGMP: <Disabled>
Protocol:<INACT>
APPLY
-----
Interface      IP Address      IGMP      Protocol
-----
System         10.42.73.101   Disabled  INACT

*****
Function:Select the IGMP status for this interface.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-56. Multicast Interface Configuration screen

This menu allows the assignment of a multicast routing protocol to an IP interface. The IP interface must have been previously configured on the switch.

In addition, IGMP may be enabled or disabled for the selected IP interface.

The available multicast protocols are the **Protocol Independent Multicast – Dense Mode (PIM-DM)**, and the **Distance-Vector Multicast Routing Protocol (DVMRP)**.

INACT is not a multicast routing protocol. It is used to make a given interface inactive for IP Multicast routing and can still route IP traffic.

Parameter	Description
Interface Name: []]	Allows the entry of the name of the IP interface that is to be configured for multicasting. This must be a previously configured IP interface.
IGMP: <Enabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the space bar. This will enable or disable IGMP for the IP interface entered above.
Protocol: <INACT>	This field can be toggled between Protocol Independent Multicasting – Dense Mode (PIMDM) , Distance Vector Multicasting Routing Protocol (DVMRP) , and <i>INACT</i> (inactive). <i>INACT</i> is not a multicast routing protocol. It is used to make a given interface inactive for IP Multicast routing yet can still route IP traffic.

IGMP Interface Configuration

```

IGMP Interface Configuration                                     Layer 3 Switch
-----
Interface Name:[ ] IP Address:
Ver:<2 >           Query:[125 ] Max Response:[10] Robustness Var:[2 ]
                                           APPLY
-----
Interface   IP Address   VER   Query   Max Response   Robustness Var
-----
System     10.42.73.90   2     125     10             2

*****
Function:Input the interface name.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-57. IGMP Interface Configuration screen

This menu allows the configuration of IGMP for each IP interface configured on the switch. IGMP can be configured as Version 1 or 2 by toggling the **Ver** field. The length of time between queries can be varied by entering a value between 1 and 65,535 seconds in the **Query** field. The maximum length of time between the receipt of a query and the sending of an IGMP response report can be varied by entering a value in the **Max Response** field.

The **Robustness Var** field allows IGMP to be 'tuned' for sub-networks that are expected to lose a lot of packets. A high value (max. 255) for the robustness variable will help compensate for 'lossy' sub-networks. A low value (min. 2) should be used for less 'lossy' sub-networks.

Parameter	Description
Interface Name:[]	Allows the entry of the name of the IP interface that is to be configured for IGMP. This must be a previously configured IP interface.
Ver:<2>	Can be toggled between 1 and 2. This determines the IGMP version (1 or 2) that will be used to interpret IGMP queries on the interface.
Robustness Var:[2]	A tuning variable to allow for subnetworks that are expected to lose a large number of packets. A value between 2 and 255 can be entered, with larger values being specified for subnets that are expected to lose larger numbers of packets.
Query:[125]	Allows the entry of a value between 1 and 65535 seconds, with a default of 125 seconds. This specifies the length of time between sending IGMP queries.
Max Response:[10]	Sets the maximum amount of time allowed before sending an IGMP response report. A value between 1 and 25 seconds can be entered, with a default of 10 seconds.
IP Address:	Displays the IP address corresponding to the IP interface

	name entered above.
--	---------------------

DVMRP

To configure DVMRP for an IP interface, highlight **DVMRP Interface Configuration** from the **Setup IP Multicast** menu and press **Enter**.

```

DVMRP Interface Configuration                               Layer 3 Switch
-----
Interface Name:[System ] IP Address:10.42.73.90
NBR Report Timer:[35 ]   Probe Interval:[10 ]
Route Cost:[1 ]          State:<Disabled>
                                                                    APPLY
-----
Interface  IP Address  Rep Timer  Probe Interval  Cost  State
-----
System    10.42.73.90   35         10              1    Disabled

*****
Function:Input the interface name.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-58. DVMRP Interface Configuration screen

This menu allows the Distance-Vector Multicast Routing Protocol to be configured for each IP interface defined on the switch.

The Distance Vector Multicast Routing Protocol (DVMRP) is a hop-based method of building multicast delivery trees from multicast sources to all nodes of a network. Because the delivery trees are 'pruned' and 'shortest path', DVMRP is relatively efficient. Because multicast group membership information is forwarded by a distance-vector algorithm, propagation is slow. DVMRP is optimized for high delay (high latency) relatively low bandwidth networks, and can be considered as a 'best-effort' multicasting protocol.

DVMRP resembles the Routing Information Protocol (RIP), but is extended for multicast delivery. It relies upon RIP hop counts to calculate 'shortest paths' back to the source of a multicast message, but defines a 'route cost' to calculate which branches of a multicast delivery tree should be 'pruned' – once the delivery tree is established.

When a sender initiates a multicast, DVMRP initially assumes that all users on the network will want to receive the multicast message. When an adjacent router receives the message, it checks its unicast routing table to determine the interface that gives the shortest path (lowest cost) back to the source. If the multicast was received over the shortest path, then the adjacent router enters the information into its tables and forwards the message. If the message is not received on the shortest path back to the source, the message is dropped.

Route cost is a relative number that is used by DVMRP to calculate which branches of a multicast delivery tree should be 'pruned'. The 'cost' is relative to other costs assigned to other DVMRP routes throughout the network.

The higher the route cost, the lower the probability that the current route will be chosen to be an active branch of the multicast delivery tree (not 'pruned') – if there is an alternative route.

The following fields can be set:

Parameter	Description
Interface Name: []	Allows the entry of the name of the IP interface for which DVMRP is to be configured. This must be a previously defined IP interface.
NBR Report Timer: [35]	This field allows an entry between 1 and 65,535 seconds and defines the time period for DVMRP will hold Neighbor Router reports before issuing poison route messages. The default is 35 seconds.
Route Cost: [1]	This field allows an entry between 1 and 255 and defines the route cost for the IP interface. The DVMRP route cost is a relative number that represents the real cost of using this route in the construction of a multicast delivery tree. It is similar to, but not defined as, the hop count in RIP. The default cost is 1.
State: <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> and enables or disables DVMRP for the IP interface. The default is <i>Disabled</i> .
IP Address:	Displays the IP address corresponding to the IP Interface name entered above.
Probe Interval: [10]	The Probe Interval field allows an entry between 1 and 65,535 seconds and defines the interval between 'probes'. The default is 10.

PIM-DM

To configure PIMDM for an IP interface:

Highlight **PIMDM Interface Configuration** from the **Setup IP Multicast** menu and press **Enter**.

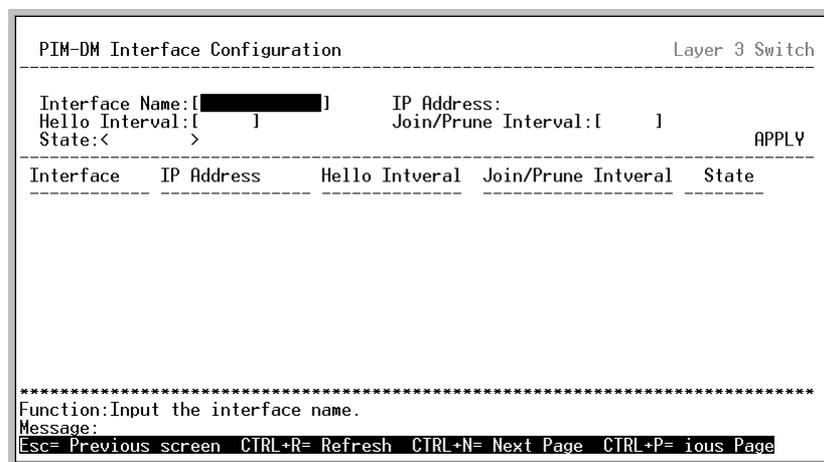


Figure 6-59. PIM-DM Interface Configuration screen

The Protocol Independent Multicast – Dense Mode (PIM-DM) protocol should be used in networks with a low delay (low latency) and high bandwidth as PIM-DM is optimized to guarantee delivery of multicast packets, not to reduce overhead.

The PIM-DM multicast routing protocol assumes that all downstream routers want to receive multicast messages and relies upon explicit prune messages from downstream routers to remove branches from the multicast delivery tree that do not contain multicast group members.

PIM-DM has no explicit 'join' messages. It relies upon periodic flooding of multicast messages to all interfaces and then either waiting for a timer to expire (the **Join/Prune Interval**) or for the downstream routers to transmit explicit 'prune' messages indicating that there are no multicast members on their respective branches. PIM-DM then removes these branches ('prunes' them) from the multicast delivery tree.

Because a member of a pruned branch of a multicast delivery tree may want to join a multicast delivery group (at some point in the future), the protocol periodically removes the 'prune' information from its database and floods multicast messages to all interfaces on that branch. The interval for removing 'prune' information is the **Join/Prune Interval**.

The following fields can be set:

Parameter	Description
Interface Name: []	Allows the entry of the name of the IP interface for which PIM-DM is to be configured. This must be a previously defined IP interface.
IP Address	Displays the IP address for the IP interface named above.
Hello Interval: [30]	This field allows an entry of between 1 and 18724 seconds and determines the interval between sending Hello packets to other routers on the network. The default is 30 seconds.
Join/Prune Interval: [60]	This field allows an entry of between 1 and 18724 seconds. The default is 60 seconds.
State: <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the space bar, and is used to enable or disable PIM-DM for the IP interface. The default is <i>Disabled</i> .

Port Mirroring

To configure a port for port mirroring:

Highlight **Mirroring** from the **Main Menu** and press **Enter**.

```
Mirroring Menu                                     Layer 3 Switch
-----
Target Port Selection
Port Mirroring Settings

*****
Function:Setup target mirror port.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh
```

Figure 6-60. Mirroring Menu

To select the target port, highlight **Target Port Selection** and press **Enter**.

```
Target Port Selection                               Layer 3 Switch
-----
The mirror target port is 1
All the packets of the mirroring source port will be
forwarded to the target port.

Module:<Base Unit>
Select target port: [1 ]          APPLY

*****
Function:Select module - Base Unit or Slot-1.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh
```

Figure 6-61. Target Port Selection screen

The target port is the port where information will be duplicated and sent for capture and network analysis. This is the port where a network analyzer would be attached to capture packets duplicated from the source port.

To select the source port(s) for mirroring, highlight **Port Mirroring Settings** and press **Enter**.

```

Setup Port Mirroring                                     Layer 3 Switch
-----
Action:<Add/Modify>
Module:<Base Unit>
Source Port [1 1]
Direction:<Either >                                     Total Entries:0      APPLY
-----
Src. Port  Direction                                     Src. Port  Direction
-----
*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-62. Setup Port Mirroring screen

Up to 25 entries can be made to the port mirroring table, but it should be noted that a faster port (a 1000 Mbps Gigabit Ethernet port, for example) should not be mirrored to a slower port (one of the 24 100 Mbps Fast Ethernet port), because many packets will be dropped.

Parameter	Description
Action: <Add/Modify>	This field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar. Entries can be added, modified or deleted based upon the port number entered in the Source Port field.
Source Port [24]	Allows the entry of the port number of the port to be mirrored. This port is the source of the packets to be duplicated and forwarded to the Target port.
Direction: <Either>	This field can be toggled between <i>Either</i> , <i>Ingress</i> and <i>Egress</i> . <i>Ingress</i> mirrors only received packets, while <i>Egress</i> mirrors only transmitted packets.

Priority

To configure a forwarding priority for a given MAC address, highlight **Priority** from the main menu and press **Enter**.

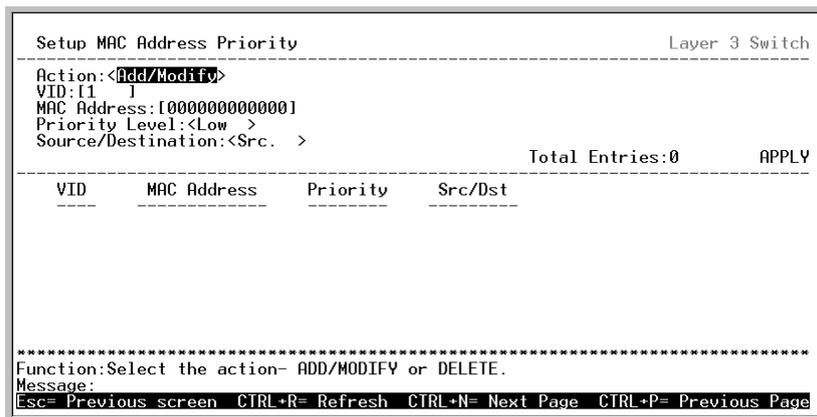


Figure 6-63. Setup MAC Address Priority screen

The following fields can be set:

Parameter	Description
Action: <Add/Modify>	This field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar.
VID: [1]	Allows the entry of the VLAN ID (VID) of the VLAN to which the MAC address below is a member of.
MAC Address: []	Allows the entry of the MAC address of the station for which priority queuing is to be specified.
Priority Level: <Low>	This field can be toggled using the space bar between <i>Low</i> , <i>Med-L</i> (Medium Low), <i>Med-H</i> (Medium High), and <i>High</i> , corresponding to the priority of packets sent to or transmitted from the MAC address entered above.
Source/Destination: <Src.>	This field can be toggled using the space bar between <i>Src.</i> (Source), <i>Dst.</i> (Destination), and <i>Either</i> , corresponding to whether the MAC address entered above will be transmitting packets (a source), receiving packets (a destination) or both (either).

Filtering

Layer 2 Filtering

To enter a MAC address into the filtering table, highlight **Filtering** from the **Main Menu** and press **Enter**.

```

Filtering Menu                                     Layer 2 Switch
-----
MAC Filtering:
  MAC Address Filter

*****
Function:Setup MAC address filtering
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-64. Filtering Menu

Highlight **MAC Address Filter** and press **Enter**.

```

Setup MAC Address Filter                           Layer 2 Switch
-----
Action:<Add/Modify>  VID:[1  ]
MAC Address:[000000000000]
Source/Destination: <Src. >                      Total Entries:0      APPLY
-----
VID  MAC Address  src/dst      VID  MAC Address  src/dst
-----
*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-65. Setup MAC Address Filter screen

When the switch is in **Layer 2 Only** operating mode, MAC addresses can be entered into the static filtering table. The switch can be configured to filter packets from this MAC address (a source), or to it (a destination). The switch can also be configured to filter all packets to or from this MAC address (either a source or a destination).

The following fields can be set:

Parameter	Description
Action: <Add/Modify >	This field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar.
VID: []	Allows the entry of the VLAN ID (VID) of the VLAN to which the MAC address below is a member of.
MAC Address: []	Allows the entry of a MAC address to be filtered from the switch. This address must be a unicast MAC address.
Source/Destination: <Scr.>	This field can be toggled using the space bar between <i>Src.</i> (Source), <i>Dst.</i> (Destination), and <i>Either</i> , corresponding to whether the MAC address entered above will be transmitting packets (a source), receiving packets (a destination) or both (either).

Layer 3 (IP Routing) Filtering

With the switch configured to Layer 3 Operation mode, both MAC and IP addresses can be entered into the filtering table, using their respective entry menus. To enter an address, highlight **Filtering** from the **Main Menu** and press **Enter**.



Figure 6-66. Filtering Menu – Layer 3

```

Setup IP Address Filtering                                     Layer 3 Switch
-----
Action:<Add/Modify>
IP Address:[0.0.0.0]
Source/Destination:<Src. >                                Total Entries:0    APPLY
-----
IP Address      Src/Dst                                IP Address      Src/Dst
-----
*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-67. Setup IP Address Filtering screen

The following fields can be set:

Parameter	Description
Action: <Add/Modify >	This field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar.
IP Address: []	Allows the entry of an IP address to be filtered from the switch.
Source/Destination: <Src.>	This field can be toggled between <i>Src.</i> (source), <i>Dst.</i> (destination), and <i>Either</i> . The IP address entered into the filtering table can be filtered as a source (packets will not be received from the IP address), as a destination (packets will not be transmitted to the IP address), or as either a source or destination (packets will not be received from or transmitted to the IP address).

Forwarding

Layer 2 Forwarding

To enter a MAC address into the switch's forwarding table highlight **Forwarding** from the **Main Menu** and press **Enter**.

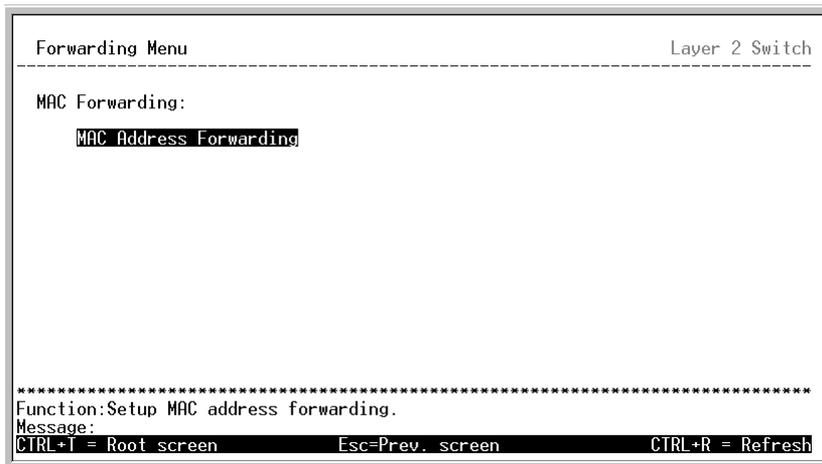


Figure 6-68. Forwarding Menu – Layer 2

Highlight **MAC Address Forwarding** from the **Forwarding Menu** and press **Enter**.

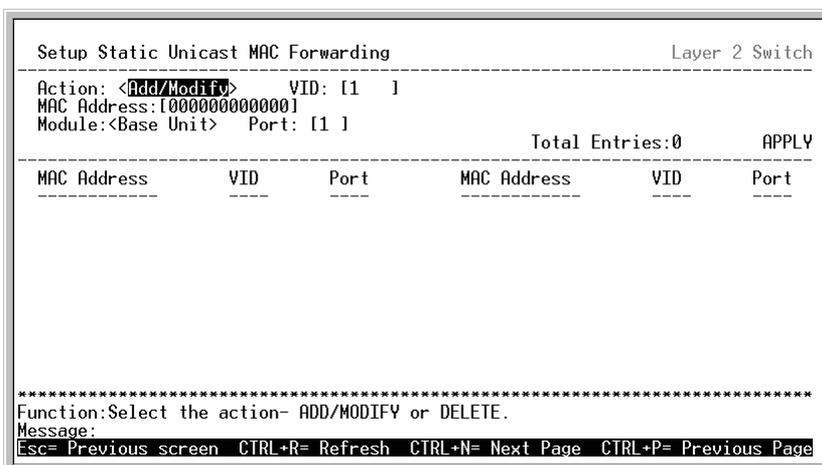


Figure 6-69. Setup Static Unicast MAC Forwarding screen

The following fields can be set:

Parameter	Description
Action: <Add/Modify>	The field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar.
VID: []	Allows the entry of the VLAN ID (VID) of the VLAN the MAC address below is a member of.
MAC Address: []	Allows the entry of the MAC address of an end station that will be entered into the switch's static forwarding table.
Port: []	Allows the entry of the port number on which the MAC address entered

above resides.

IP Forwarding

Static/Default Routes

With the switch in Layer 3 Operation mode, entries into the switch's forwarding table can be made using both MAC addresses and IP addresses. Static IP forwarding is accomplished by the entry of an IP address into the Static IP Routing table.

Static Address Resolution Protocol (ARP) entries can also be made from the **Forwarding Menu**.

Highlight **Static/Default Routes** from the **Forwarding Menu** and press **Enter**.

```

Setup Static IP Routes                                     Layer 3 Switch
-----
Action: <Add >
IP Address :[0.0.0.0 ] Gateway IP:[0.0.0.0 ]
Subnet Mask:[0.0.0.0 ] Metric:[1 ]          APPLY
-----
IP Address      Subnet Mask      Gateway IP      Metric
-----
0.0.0.0        0.0.0.0          10.1.1.254     1

*****
Function:Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-70. Setup Static IP Routes screen

The following fields can be set:

Parameter	Description
Action: <Add >	The field can be toggled between <i>Add</i> and <i>Delete</i> using the space bar.
IP Address: []	Allows the entry of an IP address that will be a static entry into the switch's Routing table.
Subnet Mask: []	Allows the entry of a subnet mask corresponding to the IP address above.
Gateway IP: []	Allows the entry of an IP address of a gateway for the IP address above.
Metric: [1]	Allows the entry of a routing protocol metric representing the number of routers between the switch and the IP address above.

Static ARP

To make a static ARP entry, highlight **Static ARP** from the **Forwarding Menu** and press **Enter**.

```

Setup Static ARP Entries                                     Layer 3 Switch
-----
Action: <Add/Modify>
Interface Name: [ ]
IP Address: 10.0.0.0 [ ]      MAC Address: [000000000000]      APPLY
-----
Interface      Interface IP      IP Address      MAC Address
-----
*****
Function: Select the action- ADD/MODIFY or DELETE.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-71. Setup Static ARP Entries screen

The following fields can be set:

Parameter	Description
Action: <Add/Modify>	The field can be toggled between <i>Add/Modify</i> and <i>Delete</i> using the space bar.
Interface Name: []	The name of the IP interface the ARP entry resides on.
IP Address: []	The IP address of the ARP entry.
MAC Address: []	The MAC address of the ARP entry.

Spanning Tree

Switch Spanning Tree Settings

To globally configure STP on the switch highlight **Spanning Tree** on the **Main Menu** and press **Enter**.

```

Configure Spanning Tree                                     Layer 3 Switch
-----
Switch Settings:
  Status: <Enabled>
  Max Age: [20]
  Hello Time: [2 ]
  Forward Delay: [15]
  Priority: [32768]
  APPLY
STP Group: <Default >
Designated Root Bridge: 0050BADFC544
Root Priority: 32765
Cost to Root: 19
Root Port: 8
Last Topology Change: 677 secs
Topology Changes Count: 1

Group Configuration:
  Group Create/Delete
  Port Settings

*****
Function:Set spanning tree status.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-72. Configure Spanning Tree - Global

The Spanning Tree Protocol (STP) operates on two levels: on the switch level, the settings are globally implemented. On the port level, the settings are implemented on a per user-defined Group basis.



The factory default setting should cover the majority of installations. It is advisable to keep the default settings as set at the factory; unless, it is absolutely necessary to change them.

The following fields can be set:

Parameter	Description
Status: <Enabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the space bar. This will enable or disable the Spanning Tree Protocol (STP), globally, for the switch.
STP Group: <Default>	This field can be toggled using the space bar to select any of the STP groups that have been configured on the switch.
Max. Age: []	The Max. Age can be set from 6 to 40 seconds. At the end of the Max. Age, if a BPDU has still not been received from the Root Bridge, your Switch will start sending its own BPDU to all other Switches for permission to become the Root Bridge. If it turns out that your Switch has the lowest Bridge Identifier, it will become the Root Bridge.
Hello Time: []	The Hello Time can be set from 1 to 10 seconds. This is the interval between two transmissions of BPDU packets sent by the Root Bridge to tell all other Switches that it is indeed the Root Bridge.
Forward Delay: []	The Forward Delay can be from 4 to 30 seconds. This is the time any port on the Switch spends in the listening state while moving from the blocking state to the forwarding state.
Priority: []	A Priority for the switch can be set from 0 to 65535. This number is used in the voting process between switches on the network to determine which switch will be the root switch. A low number indicates a high priority, and a high probability that this switch will be elected as the root switch.

In addition to setting Spanning Tree parameters for use on the switch level, the DES-3326 allows for the configuration of groups of ports, each port-group of which will have its own spanning tree, and will require some of its own configuration settings. An STP Group will use the switch-level parameters entered above, with the addition of Port Priority and Port Cost.

An STP Group spanning tree works in the same way as the switch-level spanning tree, but the root bridge concept is replaced with a root port concept. A root port is a port of the group that is elected on the basis of port priority and port cost, to be the connection to the network for the group. Redundant links will be blocked, just as redundant links are blocked on the switch level.

The STP on the switch level blocks redundant links between switches (and similar network devices). The port level STP will block redundant links within an STP Group.

It is advisable to define an STP Group to correspond to a VLAN group of ports.

The following fields can be set:

Parameter	Description
View Ports: < >	This field can be toggled using the space bar between <i>1 to 12</i> , <i>13 to 24</i> , and <i>25-26</i> . This is used to select the range of ports displayed in the console.
Configure Ports: [] to []	Allows the entry of a range of port numbers to be configured.
Port Cost: []	A Port Cost can be set from <i>1</i> to <i>65535</i> . The lower the number, the greater the probability the port will be chosen to forward packets.
Priority: []	A Port Priority can be from <i>0</i> to <i>255</i> . The lower the number, the greater the probability the port will be chosen as the Root Port.

Link Aggregation

To configure a link aggregation group, highlight **Link Aggregation** on the **Main Menu** and press **Enter**.

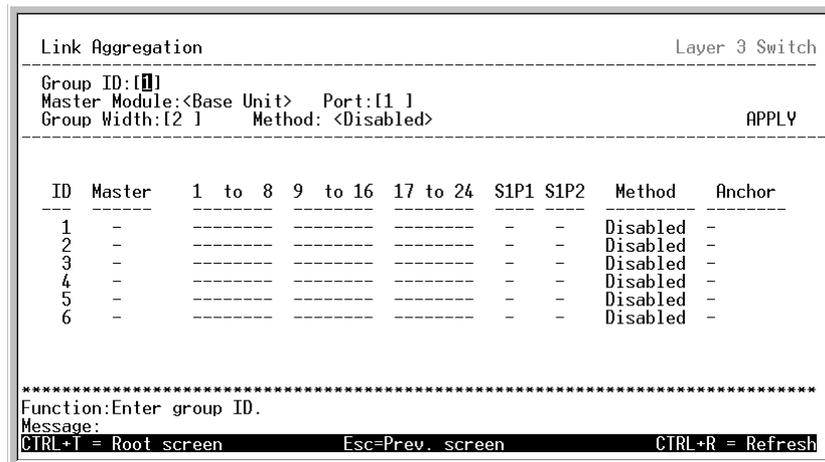


Figure 6-75. Link Aggregation screen

Link aggregation allows several ports to be grouped together and to act as a single link. This gives a bandwidth that is a multiple of a single link's bandwidth.

Link aggregation is most commonly used to link a bandwidth intensive network device or devices – such as a server – to the backbone of a network.

The DES-3326 allows the creation of up to 6 link aggregation groups, each group consisting of up to 8 links (ports). The aggregated links must be contiguous (they must have sequential port numbers) except the two (optional) Gigabit ports – which can only belong to a single link aggregation group. A link aggregation group may not cross an 8-port boundary, starting with port 1 (a group may not contain ports 8 and 9, for example) and all of the ports in the group must be members of the same VLAN. Further, the aggregated links must all be of the same speed and should be configured as full duplex.

The configuration of the lowest numbered port in the group becomes the configuration for all of the ports in the aggregation group. This port is called the Master Port of the group, and all configuration options – including the VLAN configuration – that can be applied to the Master Port are applied to the entire link aggregation group.

Load balancing is automatically applied to the ports in the aggregated group, and a link failure within the group causes the network traffic to be directed to the remaining links in the group.

The Spanning Tree Protocol will treat a link aggregation group as a single link, on the switch level. On the port level, the STP will use the port parameters of the Master Port in the calculation of port cost and in determining the state of the link aggregation group. If two redundant link aggregation groups are configured on the switch, STP will block one entire group – in the same way STP will block a single port that has a redundant link.

The following fields can be set:

Parameter	Description
Group ID: [1]	This field can be toggled between any one of the six possible link aggregation groups configurable on the switch.
Port: [1]	The Master port of link aggregation group.
Group Width: []	Allows the entry of the number of contiguous ports that will make up the link aggregation group. These ports will be in sequential order from the Master Port.
Method: <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> . This is used to turn a link aggregation group on or off. This is useful for diagnostics, to quickly isolate a bandwidth intensive network device or to have an absolute backup link aggregation group that is not under automatic control.

Spanning Tree

The Spanning Tree Protocol can be used to detect and disable network loops, and to provide backup links between switches, bridges, or routers. This allows the switch to interact with other bridging devices (that is, STP compliant switches, bridges, or routers) in your network to ensure that only one route exists between any two stations on the network.

The following figures and tables describe the configuration of the Spanning Tree Protocol (STP) on the switch.

Configure Spanning Tree

To configure the spanning tree protocol on the switch, highlight **Spanning Tree** from the **Main Menu** and press **Enter**.

```

Configure Spanning Tree                                     Layer 3 Switch
-----
Switch Settings:
  Status: <Enabled>
  Max Age: [20]
  Hello Time: [2]
  Forward Delay: [15]
  Priority: [32768]
  APPLY
STP Group: <Default >
Designated Root Bridge: 0050BADFC544
Root Priority: 32765
Cost to Root: 19
Root Port: 8
Last Topology Change: 677 secs
Topology Changes Count: 1

Group Configuration:
  Group Create/Delete
  Port Settings

*****
Function:Set spanning tree status.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-76. Configure Spanning Tree menu

The following fields can be set:

	Parameter	Default	Description
	Status: <Enabled>	<i>Enabled</i>	Allows the STP to be globally <i>Enabled</i> or <i>Disabled</i> on the switch.
	Max Age	20	The maximum time (in seconds) a device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. Any port that ages out STP information (provided in the last configuration message) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the device ports attached to the network. The minimum value is the higher of 6 or [2 x (Hello Time +1)]. The maximum value is the lower of 40 or [2 x (Forward Delay -1)].
	Hello Time	2	The time interval (in seconds) at which the root device transmits a configuration message.
	Forward Delay	15	The maximum time (in seconds) the root device will wait before changing states (i.e., from the listening to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward packets. In addition, each port needs time to listen for conflicting information that would make it return to a blocking state; otherwise, temporary data loops might result. Maximum value is 30 Minimum value is the higher of 4 or [(Max. Age / 2) +1]
	Priority	32,768	Device priority used in selecting the root device, root port, and designated port. The device with the highest priority becomes the STP root device. The lower the numeric value, the higher the priority. If all devices have the same priority, the device with the lowest MAC address will become the root device. Range 0 to 65535.
	STP Group :<Default>	<i>Default</i>	Allows the selection of one of the STP Groups previously configured on the switch

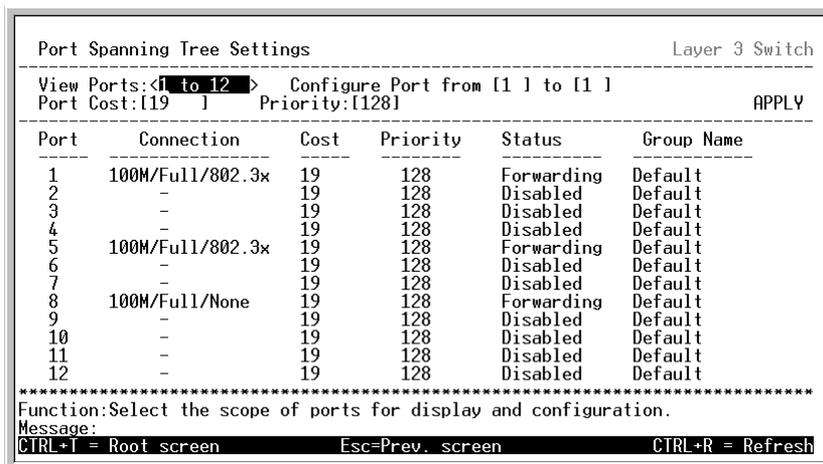


Figure 6-78. Port Spanning Tree Settings screen

The following fields can be set:

Parameter	Description
View Ports: <1 to 12>	Allows the selection of groups of ports to view. Can be toggled between 1 to 12, 13 to 24, and Slot-1.
Configure Port from [1] to [1]	Allows the selection of range of port numbers to be configured.
Port Cost:[19]	A port cost can be set between 1 and 65535. The lower the cost, the greater the probability the port will be chosen as the designated port (chosen to forward packets).
Priority:[128]	A port priority can be set between 0 and 255. The lower the priority, the greater the probability the port will be chosen as the root port.

Utilities

Layer 2 Switch Utilities

To access the **Switch Utilities** menu, highlight **Utilities** from the **Main Menu** and press **Enter**.

```

Switch Utilities                                     Layer 3 Switch
-----
Switch Settings:
  Server IP Address: 10.42.73.28
  Switch IP Address: 10.42.73.90
  Subnet Mask: 255.0.0.0
  Gateway Router: 10.1.1.254

TFTP Services:                                     Others:
  Upgrade Firmware from TFTP Server                Ping Test
  Use Configuration File on TFTP Server            BOOTP/DHCP Relay
  Save Settings to TFTP Server                    DNS Relay
  Save History Log to TFTP Server

*****
Function:Upgrade firmware from TFTP server.
Message:
CTRL+T = Root screen          Esc=Prev. screen          CTRL+R = Refresh

```

Figure 6-79. Switch Utilities menu

Trivial File Transfer Protocol (TFTP) services allow the switch firmware to be upgraded by transferring a new firmware file from a TFTP server to the switch. A configuration file can also be loaded into the switch from a TFTP server, switch settings can be saved to the TFTP server, and a history log can be uploaded from the switch to the TFTP server.

Upgrade Firmware from TFTP Server

To update the switch's firmware, highlight **Upgrade Firmware from TFTP Server** and press **Enter**.

```

Upgrade Firmware                                     Layer 3 Switch
-----
Server IP Address: [10.42.73.28 ]
Path\Filename: [c:\des3326s-b30.had ]          APPLY
START

*****
Function:Enter the Server IP address.
Message:
CTRL+T = Root screen          Esc=Prev. screen          CTRL+R = Refresh

```

Figure 6-80. Upgrade Firmware screen

Enter the IP address of the TFTP server in the **Server IP Address** field.

The TFTP server must be on the same IP interface as the switch.

Enter the path and the filename to the firmware file on the TFTP server. Note that in the above example, the firmware file is in the root directory of the C drive of the TFTP server.

The TFTP server must be running TFTP server software to perform the file transfer. TFTP server software is a part of many network management software packages – such as NetSight, or can be obtained as a separate program.

Highlight **APPLY** and press **Enter** to record the IP address of the TFTP server. Use **Save Changes** from the **Main Menu** to enter the address into NV-RAM

Highlight **START** and press **Enter** to initiate the file transfer.

Use Configuration File on TFTP Server

To download a switch configuration file from a TFTP server, select **Use Configuration File on TFTP Server** and press **Enter**.

```

Use Configuration File on TFTP Server                                     Layer 3 Switch
-----
Server IP Address: [10.42.73.28 ]
Path\Filename: [          ]
APPLY
START
-----
*****
Function: Enter the Server IP address.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-81. Use Configuration File on TFTP Server screen

Enter the IP address of the TFTP server and specify the location of the switch configuration file on the TFTP server.

Highlight **APPLY** and press **Enter** record the IP address of the TFTP server. Use **Save Changes** from the **Main Menu** to enter the address into NV-RAM

Highlight **START** and press **Enter** to initiate the file transfer.

Save Settings to TFTP Server

To upload a settings file to the TFTP server, highlight **Save Settings to TFTP Server** and press **Enter**.

```

Save Settings to TFTP Server                                           Layer 3 Switch
-----
Server IP Address: [10.42.73.28 ]
Path\Filename: [          ]
APPLY
START
-----
*****
Function: Enter the Server IP address.
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-82. Save Settings to TFTP Server screen

Enter the IP address of the TFTP server and the path and filename of the settings file on the TFTP server and press **APPLY**. Highlight **START** and press **Enter** to initiate the file transfer.

Save History Log to TFTP Server

To save a History Log on a TFTP server, highlight **Save History Log to TFTP Server** and press **Enter**.

```

Save Log to TFTP Server                                     Layer 3 Switch
-----
Server IP Address: [10.42.73.28 ]
Path\Filename: [          ]                               APPLY
START
-----

*****
Function:Enter the Server IP address.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-83. Save Log to TFTP Server screen

Enter the IP address of the TFTP server and the path and filename for the history log on the TFTP server. Highlight **APPLY** and press **Enter** to make the changes current. Highlight **START** and press **Enter** to initiate the file transfer.

Testing Connectivity with Ping

To test the connection with another network device using Ping, highlight **Ping Test** and press **Enter**.

```

Ping                                                         Layer 3 Switch
-----
IP Address: [          ]
Number of Repetitions:[0 ]
START
-----

*****
Function:Specify the IP address of a node to ping.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-84. Ping screen

Enter the IP address of the network device to be pinged and the number of test packets to be sent (3 is usually enough). Highlight **START** and press **Enter** to initiate the ping program.

Layer 3 Utilities

Layer 3 (IP Routing) switch operation mode adds BOOTP Relay and DNS Relay to the utilities available on the switch.

BOOTP/DHCP Relay

To enter the IP addresses of BOOTP or DHCP servers (for the BOOTP/DHCP Relay service):

Highlight **Utilities** on the **Main Menu** and press **Enter**. Next, highlight **BOOTP/DHCP Relay** on the **Switch Utilities** menu and press **Enter**.

```

BOOTP/DHCP Relay                                     Layer 3 Switch
-----
BOOTP/DHCP Relay Status           :<Disabled>
BOOTP HOPS Count Limit           :[4 ]
BOOTP/DHCP Relay Time Threshold  :[0  ]           Apply

BOOTP/DHCP Relay Interface Configuration

*****
Function:Enable/Disable BOOTP/DHCP Relay
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-85. BOOTP/DHCP Relay menu

The following fields can be set:

Parameter	Description
BOOTP/DHCP Relay Status <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the space bar. It is used to enable or disable the BOOTP/DHCP Relay service on the switch. The default is <i>Disabled</i> .
BOOTP HOPS Count Limit [4]	This field allows an entry between 1 and 16 to define the maximum number of router hops BOOTP messages can be forwarded across. The default hop count is 4.
BOOTP/DHCP Relay Time Threshold :[0]	Allows an entry between 0 and 65535 seconds, and defines the maximum time limit for routing a BOOTP/DHCP packet. If a value of 0 is entered, the switch will not process the value in the seconds field of the BOOTP or DHCP packet. If a non-zero value is entered, the switch will use that value, along with the hop count to determine whether to forward a given BOOTP or DHCP packet.

To configure the BOOTP/DHCP Relay interface, highlight **BOOTP/DHCP Relay Interface Configuration** from the **BOOTP/DHCP Relay** menu and press **Enter**.

```

BOOTP/DHCP Relay Interface Configuration                               Layer 3 Switch
-----
Action:<Add >  Interface Name: [System 1] IP Addr:10.42.73.90
BOOTP/DHCP Server: [10.22.219.112 ]                                     Apply
-----
Interface  Server 1      Server 2      Server 3      Server 4
-----
System     10.42.73.11  10.22.219.112  0.0.0.0      0.0.0.0
-----

*****
Function:Apply the BOOTP Relay configuration.
Message: All changes applied!
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-86. BOOTP/DHCP Relay Interface Configuration screen

The following fields can be set:

Parameter	Description
Action: <Add>	This field can be toggled between <i>Add</i> and <i>Delete</i> using the space bar. Toggle to <i>Add</i> and enter the subnet name for which BOOTP Relay will be active.
Interface Name: []	The interface name of the IP interface on which the BOOTP or DHCP servers reside.
IP Address:	Displays the IP address corresponding to the subnet name entered above.
BOOTP/DHCP Server: []	Allows the entry of IP addresses for up to four BOOTP or DHCP servers.

DNS Relay

To enter the IP addresses of DNS servers (for the DNS Relay service):

Highlight **DNS Relay** on the **Switch Utilities** menu and press **Enter**.

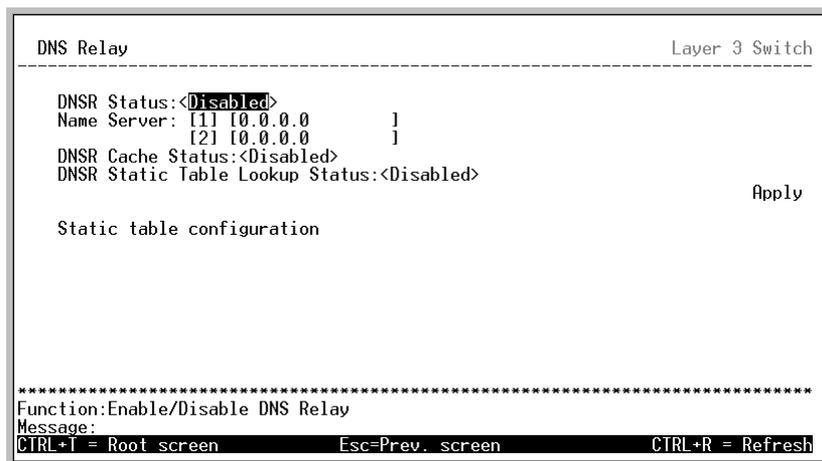


Figure 6-87. DNS Relay screen

The following fields can be set:

Parameter	Description
DNSR Status <Disabled>	This field can be toggled between <i>Disabled</i> and <i>Enabled</i> using the space bar, and is used to enable or disable the DNS Relay service on the switch.
Name Server:[1][2]	Allows the entry of the IP address of a primary (number 1) and a secondary (number 2) domain name server (DNS).
DNSR Cache Status: <Disabled>	This can be toggled between <i>Disabled</i> and <i>Enabled</i> . This determines if a DNS cache will be enabled on the switch.
DNSR Static Table Lookup Status: <Disabled>	This field can be toggled using the space bar between <i>Disabled</i> and <i>Enabled</i> . This determines if the static DNS table will be used or not.

To make a static DNS table entry:

Select **Static table configuration** on the **DNS Relay** menu and press **Enter**.

```

DNS Relay - Static table configuration                               Layer 3 Switch
-----
Action:<Add/Modify>
Domain Name      IP Address      Status
dlink            1 [168.95.1.1]  1      <Enabled >  APPLY
-----
Total Entries:1
-----
Domain Name      IP Address      Status
-----
dlink            168.95.1.1     Disabled
-----

*****
Function:Make the changes applied!
Message: All changes applied!
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-88. DNS Relay – Static table configuration screen

The following fields can be set:

Parameter	Description
Action: <Add/Edit>	The Action field can be toggled between <i>Add/Edit</i> and <i>Delete</i> . Enter the Domain name and its corresponding IP address.
Domain Name	The domain name of the static DNS table entry.
IP Address	The IP address of the domain name above.
Status: <Enabled>	This field can be toggled using the space bar between <i>Enabled</i> and <i>Disabled</i> .

Network Monitoring

The DES-3326 provides extensive network monitoring capabilities that can be viewed under **Network Monitoring Menu** from the **Main Menu**.

Network monitoring on the switch is divided into Layer 2 and Layer 3 functions, depending upon which operating mode the switch is in. Layer 2 network monitoring functions are visible on the console when the switch is in **Layer 2 Only** operating mode. Layer 3 network monitoring functions are added to the console when the switch is in **IP Routing** operating mode.

Layer 2 Network Monitoring

Layer 2 network monitoring consists of the following screens or menus:

- **Port Utilization**
- **Port Error Packets**
- **Port Packet Analysis**
- **Browse MAC Address (view the MAC address forwarding table)**
- **GVRP (view the GVRP status table)**
- **GMRP (view the GMRP status table)**
- **Browse Router Port (view the router port status table)**
- **IGMP Snooping**
- **Switch History**

To display the network data compiled by the switch:

Highlight **Network Monitoring** on the **Main Menu** and press **Enter**.

```

Network Monitoring Menu                                     Layer 2 Switch
-----
Statistics:                                             Applications:
  Port Utilization                                     GVRP
  Port Error Packets                                  GMRP
  Port Packet Analysis                                Browse Router Port
                                                    IGMP Snooping
Address Table:                                         Switch History
  Browse MAC Address

*****
Function:Switch port utilization overview.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-89. Network Monitoring Menu

Port Utilization

The **Port Utilization** screen shows the number of packets transmitted and received per second and calculates the percentage of the total available bandwidth being used on the port (displayed under **%Util.**).

To view the port utilization:

Highlight **Port Utilization** on the **Network Monitoring Menu** and press **Enter**.

Port Utilization				Layer 3 Switch			
CLEAR COUNTER				Interval:< 2 sec >			
Port	TX/sec	RX/sec	%Util.	Port	TX/sec	RX/sec	%Util.
1	0	48	1	14	0	0	0
2	0	0	0	15	0	0	0
3	0	0	0	16	0	0	0
4	0	0	0	17	0	0	0
5	0	0	0	18	0	0	0
6	0	0	0	19	0	0	0
7	0	0	0	20	0	0	0
8	0	0	0	21	0	0	0
9	0	0	0	22	0	0	0
10	0	0	0	23	0	0	0
11	0	0	0	24	0	0	0
12	0	0	0	S1P1	0	0	0
13	0	0	0	S1P2	0	0	0

 Function:Clear counter.
 Message:
 CTRL+T = Root screen Esc=Prev. screen CTRL+R = Refresh

Figure 6-90. Port Utilization screen

Parameter	Description
Port	The switch's port number.
Interval:<2 sec>	The time between updates received from the switch. <i>Suspend</i> stops the updates. The default is 2 seconds.
TX/sec	The rate at which the given port is transmitting packets, in packets per second.
RX/sec	The rate at which the given port is receiving packets, in packets per second.
%Util	The percentage utilization of the given port's available bandwidth.

Port Error Packets

The **Packet Error Statistic** screen displays the packet errors that the switch can detect and displays the results on a per port basis.

To view the error statistics for a port:

Highlight **Port Error Packets** on the **Network Monitoring Menu** and press **Enter**.

Packet Error Statistic		Layer 3 Switch	
Module:<Base Unit>	Port:[1]	CLEAR COUNTER	Interval:< 2 sec >
	RX Frames		TX Frames
CRC Error	0	ExDefer	0
Undersize	0	CRC Error	0
Oversize	0	Late Coll.	0
Fragment	0	Ex. Coll.	0
Jabber	0	Single Coll.	0
Drop Pkts	14261	Coll.	0

 Function:Select module - Base Unit or Slot-1.
 Message:
 CTRL+T = Root screen Esc=Prev. screen CTRL+R = Refresh

Figure 6-91. Packet Error Statistic screen

The **Port** field can be toggled between Port 1~26 to select which group of ports will be displayed.

Enter the port number of the port to be viewed. The **Interval** field can be toggled from 2 seconds to 1 minute, or suspend. This sets the interval at which the error statistics are updated.

Parameter	Description
Interval: <2 sec>	The interval (in seconds) that the table is updated. The default is 2 seconds.
RX Frames	Received packets.
CRC Error	For 10 Mbps ports, the counter records CRC errors (FCS or alignment errors). For 100 Mbps ports, the counter records the sum of CRC errors and code errors (frames received with rxerror signal).
Undersize	The total number of frames received that were less than 64 octets long (excluding framing bits, but including FCS octets) and were otherwise well formed.
Oversize	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets) and were otherwise well formed.
Fragments	The total number of frames received that were less than 64 octets in length (excluding framing bits, but including FCS octets) and had either an FCS or an alignment error.
Jabber	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets), and had either an FCS or an alignment error.
Drop Pkts	The total number of events in which packets were dropped due to a lack of resources.
TX Frames	Transmitted packets.
ExDefer	The number of frames for which the first transmission attempt on a particular interface was delayed because the medium was busy
CRC Error	For 10 Mbps ports, the counter records CRC errors (FCS or alignment errors). For 100 Mbps ports, the counter records the sum of CRC errors and code errors (frames received with rxerror signal).
Late Coll.	Late Collisions. The number of times that a collision is detected later than 512 bit-times into the transmission of a packet.
Ex. Coll.	Excessive Collisions. The number of frames for which transmission failed due to excessive collisions.
Single Coll.*	Single Collision Frames. The number of successfully transmitted frames for which transmission is inhibited by more than one collision.
Coll.	An estimate of the total number of collisions on this network segment.

Port Packet Analysis

The **Packet Analysis** screen displays the size of packets received or transmitted by a given switch port. In addition, statistics on the number and rate of unicast, multicast, and broadcast packets received by the switch are displayed.

To view an analysis of packets received or transmitted by a port:

Highlight **Port Packet Analysis** on the **Network Monitoring Menu** and press **Enter**.

Packet Analysis			Layer 3 Switch		
Module: <Base Unit>		Port: [1]	CLEAR COUNTER	Interval: < 2 sec >	
	Frames	Frames/sec		Total	Total/sec
64	20045	41	RX Bytes	5534488	10048
65-127	8433	17	RX Frames	34494	60
128-255	2070	3			
256-511	2327	3	TX Bytes	16706	146
512-1023	816	0	TX Frames	254	2
1024-1518	1057	3			
Unicast RX	10609	17			
Multicast RX	1769	5			
Broadcast RX	22116	38			

Function: Select module - Base Unit or Slot-1.
Message:
CTRL+T = Root screen Esc=Prev. screen CTRL+R = Refresh

Figure 6-92. Packet Analysis screen

Parameter	Description
Interval: <2 sec>	The interval (in seconds) that the table is updated. The default is 2 seconds.
Frames	The number of packets (or frames) received or transmitted by the switch with the size, in octets, given by the column on the right.
Frames/sec	The number of packets (or frames) transmitted or received, per second, by the switch.
Unicast RX	Displays the number of unicast packets received by the switch in total number (Frames) and the rate (Frames/sec).
Multicast RX	Displays the number of multicast packets received by the switch in total number (Frames) and the rate (Frames/sec).
Broadcast RX	Displays the number of broadcast packets received by the switch in total number (Frames) and the rate (Frames/sec).
RX Bytes	Displays the number of bytes (octets) received by the switch in total number (Total), and rate (Total/sec).
RX Frames	Displays the number of packets (frames) received by the switch in total number (Total), and rate (Total/sec).
TX Bytes	Displays the number of bytes (octets) transmitted by the switch in total number (Total), and rate (Total/sec).
TX Frames	Displays the number of packets (frames) transmitted by the switch in total number (Total), and rate (Total/sec).

Browse MAC Address

This allows the switch's dynamic MAC address forwarding table to be viewed. When the switch learns an association between a MAC address and a port number, it makes an entry into its forwarding table. These entries are then used to forward packets through the switch.

To view the MAC address forwarding table:

Highlight **Browse MAC Address** on the **Network Monitoring Menu** and press **Enter**.

Browse Address Table				Layer 3 Switch			
Browse By: <ALL>				Total Addresses in Table: 489			
				BROWSE CLEAR ALL			
VID	MAC Address	Port	Learned	VID	MAC Address	Port	Learned
1	000000888888	1	Dynamic	1	0001F4DB07C0	1	Dynamic
1	0000819AA09F	1	Dynamic	1	00036D1E7679	1	Dynamic
1	0000864EE101	1	Dynamic	1	00055D121220	1	Dynamic
1	0000E2331AF4	1	Dynamic	1	00055D987654	1	Dynamic
1	0000F87C1C29	1	Dynamic	1	00055DF0D6F0	1	Dynamic
1	000102030400	1	Dynamic	1	00055DF326E5	1	Dynamic
1	000102030405	1	Dynamic	1	00055DF6C8D8	1	Dynamic
1	00013011005E	1	Dynamic	1	00055DF87860	1	Dynamic
1	000130FA5F00	1	Dynamic	1	00055DF87E78	1	Dynamic
1	0001969C0600	1	Dynamic	1	00055DF87E8A	1	Dynamic
1	0001F4DB06C0	1	Dynamic	1	00055DF87F5D	1	Dynamic

Function:
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

Figure 6-93. Browse Address Table screen

The **Browse By** field can be toggled among *ALL*, *MAC Address*, *Port*, and *VLAN*. This sets a filter to determine which MAC addresses from the forwarding table are displayed. *ALL* specifies no filter.

To search for a particular MAC address:

Toggle the **Browse By** field to *MAC Address*. A **MAC Address** field will appear. Enter the MAC address in the field and press **Enter**.

GVRP

This allows the GVRP status for each of the switch's ports to be viewed by VLAN. The GVRP status screen displays the ports on the switch that are currently Egress or Untagged ports.

To view the GVRP status table:

Highlight **GVRP** from the **Network Monitoring Menu** and press **Enter**.

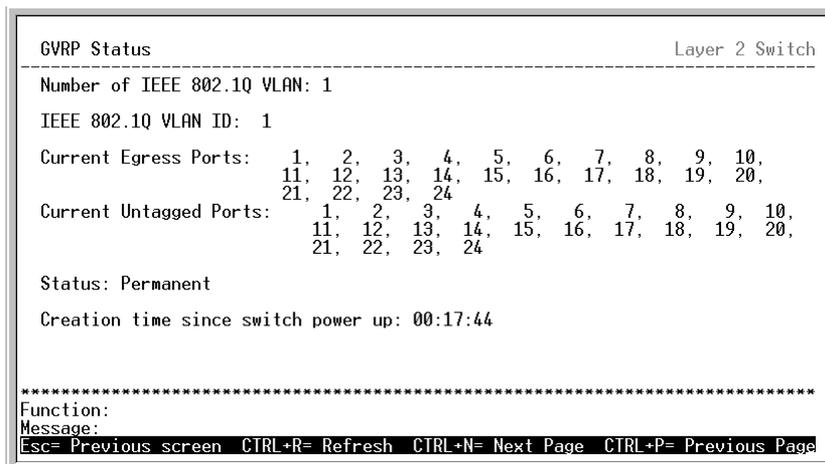


Figure 6-94. GVRP Status screen

GMRP

The Group Multicast Registration Protocol (GMRP) Status screen displays the status of ports that have GMRP enabled on the switch.

To view the **GMRP Status** table:

Highlight **GMRP** from the **Network Monitoring Menu** and press **Enter**.

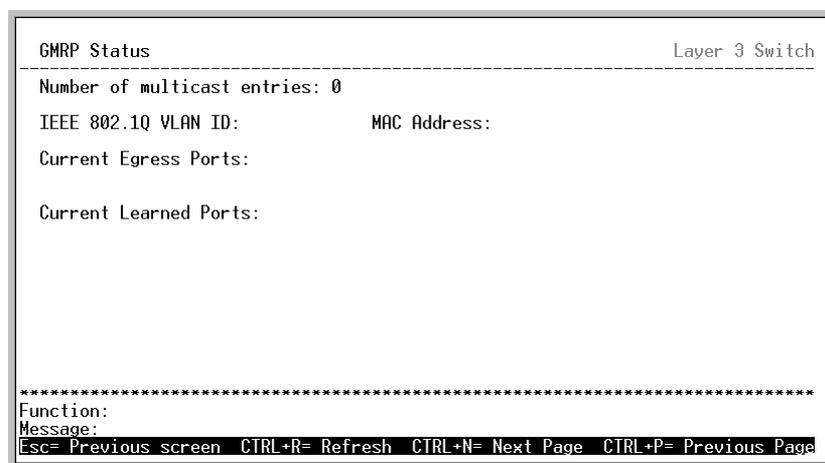


Figure 6-95. GMRP Status screen

Browse Router Port

This displays which of the switch's ports are currently configured as router ports. A router port configured by a user (using the console or Web-based management interfaces) is displayed as a static router port, designated by **S**. A router port that is dynamically configured by the switch is designated by **D**.

To view the **Router Port** table:

Highlight **Browse Router Port** from the **Network Monitoring Menu** and press **Enter**.

```

Browse Router Port                                     Layer 2 Switch
-----
Jump to VID: [1] GO
-----
VID 1 to 8 9 to 16 17 to 24 S1P1 S1P2
-----
S: static router port
D: dynamic router port

*****
Function:Enter VID(1-4094).
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-96. Browse Router Port screen

The **Jump to VID** field allows the entry of any VLAN ID (VID) of any VLAN defined on the switch. Enter the VID, highlight **GO** and press **Enter**. The table will then jump to the VID entered.

S signifies a static router port, configured by the user.

D signifies a dynamically assigned router port, configured by the switch.

IGMP Snooping

This allows the switch's IGMP Snooping table to be viewed. IGMP Snooping allows the switch to read the Multicast Group IP address and the corresponding MAC address from IGMP packets that pass through the switch. The ports where the IGMP packets were snooped are displayed, signified with an **M**. The number of IGMP reports that were snooped are also displayed in the **Reports** field.

To view the IGMP Snooping table:

Highlight **IGMP Snooping Status** from the **Network Monitoring Menu** and press **Enter**.

```

IGMP Snooping Status                                     Layer 2 Switch
-----
VID: [1] GO                                           Total Entries in the VLAN: 0
-----
VID:          State:          Age Out:          Queries:
Multicast group:          1 to 8 9 to 16 17 to 24 S1P1 S1P2
MAC address:
Reports:
Multicast group:          1 to 8 9 to 16 17 to 24 S1P1 S1P2
MAC address:
Reports:
Multicast group:          1 to 8 9 to 16 17 to 24 S1P1 S1P2
MAC address:
Reports:
*****
Function:Enter VID(1-4094).
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-97. IGMP Snooping Status screen

Switch History

This allows the Switch History Log to be viewed. The switch records all traps, in sequence, that identify events on the switch. The time since the last cold start of the switch is also recorded.

To view the switch history log:

Highlight **Switch History** from the **Network Monitoring Menu** and press **Enter**.

```

Switch History                                     Layer 2 Switch
-----
Seq. #      Time      Log Text
-----
  117      000d00h16m  Topology Change
  116      000d00h16m  Module 1, Port 1 Link Up
  115      000d00h16m  Module 1, Port 1 Link Down
  114      000d00h15m  New Root
  113      000d00h15m  Module 1, Port 8 Link Up
  112      000d00h15m  New Root
  111      000d00h15m  Module 1, Port 1 Link Up
  110      000d00h00m  Successful login through console.
  109      000d00h00m  Module 1, Port 5 Link Up
  108      000d00h00m  Cold Start
  107      000d03h14m  Change switch to Layer 2 with IEEE802.1q vlan.
  106      000d02h57m  New Root

*****
Function:View Switch Logs and Health Status
Message:
CTRL+N=Next Page CTRL+P=Previous Page B=Begin E=End C=Clear CTRL+R=Refresh

```

Figure 6-98. Switch History screen

Layer 3 Network Monitoring

When the switch is in Layer 3 (IP Routing) mode, several items are added to the **Network Monitoring Menu**.

The following items are added to the Network Monitoring Menu when the switch is in Layer 3 (IP Routing) mode:

- **Browse IP Address**
- **Routing Table**
- **ARP Table**
- **Default IP Table**
- **OSPF LSDB Table**
- **OSPF External LSDB Table**
- **IP Multicast Forwarding Table**
- **IGMP Group Table**
- **DVMRP Routing Table**

To view the Network Monitoring Menu:

Highlight **Network Monitoring** from the **Main Menu** and press **Enter**.

```

Network Monitoring Menu                                     Layer 3 Switch
-----
Statistics:                                             Applications:
  Port Utilization                                     GVRP
  Port Error Packets                                  GMRP
  Port Packet Analysis                               Browse Router Port
                                                    IGMP Snooping
                                                    IP Multicast Forwarding Table
                                                    IGMP Group Table
                                                    DVRRP Routing Table
                                                    Switch History

Address Table:
  Browse MAC Address
  Browse IP Address
  Routing Table
  ARP Table
  Default IP Table
  OSPF LSDB Table
  OSPF External LSDB Table

*****
Function:Switch port utilization overview.
Message:
CTRL+I = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-99. Network Monitoring Menu – Layer 3

Browse IP Address

To view the IP address forwarding table:

Highlight **Browse IP Address** from the **Network Monitoring Menu** and press **Enter**.

```

Browse IP Address Table                                     Layer 3 Switch
-----
Jump to IP Address : [0.0.0.0] GO                        Total Entries: 300
-----
Interface      IP Address      Port  Learned
-----
System         10.1.1.10       1     Dynamic
System         10.1.1.50       1     Dynamic
System         10.1.1.120      1     Dynamic
System         10.1.1.151      1     Dynamic
System         10.1.1.152      1     Dynamic
System         10.1.1.155      1     Dynamic
System         10.1.1.157      1     Dynamic
System         10.1.1.158      1     Dynamic
System         10.1.1.161      1     Dynamic
System         10.1.1.162      1     Dynamic
System         10.1.1.163      1     Dynamic

*****
Function:Enter an IP address.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-100. Browse IP Address Table – Layer 3

To display a particular IP address, enter the IP address in the **Jump to IP Address** field, highlight **GO**, and press **Enter**.

Routing Table

To view the contents of the IP Routing table:

Highlight **Routing Table** on the **Network Monitoring Menu** and press **Enter**.

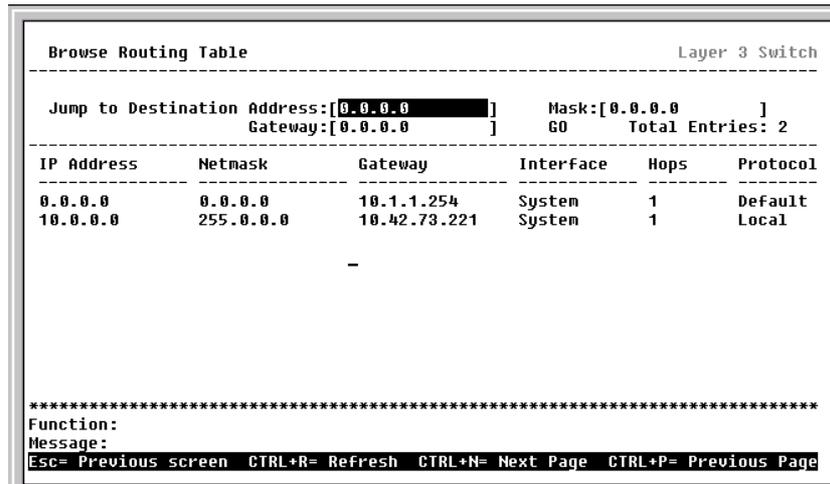


Figure 6-101. Browse Routing Table screen

To display a particular Destination IP address, enter either the IP address in the **Jump to Destination Address** field, the gateway address in the **Gateway** field and the subnet mask in the **Mask** field, highlight **GO**, and press **Enter**.

The following fields are displayed:

Parameter	Description
Destination Address	IP address of a learned or statically entered destination.
Mask	Displays the subnet mask corresponding to the above destination IP address.
Gateway	Displays the default or next hop gateway to reach the destination.
Go	Click the Go button to go to a particular combination of destination IP address, subnet mask, and gateway address.
Interface	Displays the IP interface name the destination resides on.
Hops	Displays the number of hops (routers) between the switch and the destination.
Protocol	Displays the routing protocol in use by the link to the destination.

ARP Table

To view the ARP table:

Highlight **ARP Table** on the **Network Monitoring Menu** and press **Enter**.

```

Browse ARP Table                                     Layer 3 Switch
-----
Jump to Interface Name: [ ]
IP Address [0.0.0.0 ]      GO      Total Entries: 307
-----
Interface      Interface IP      IP Address      MAC Address      Type
-----
System        10.42.73.90      10.0.0.0        FFFFFFFF        Local/Broadcast
System        10.42.73.90      10.1.1.10       00508B5C14FB    Dynamic
System        10.42.73.90      10.1.1.50       0000590F0250    Dynamic
System        10.42.73.90      10.1.1.120      00055DF928EB    Dynamic
System        10.42.73.90      10.1.1.151      0050BA70D6D0    Dynamic
System        10.42.73.90      10.1.1.152      001300000001    Dynamic
System        10.42.73.90      10.1.1.155      0050BA70D69A    Dynamic
System        10.42.73.90      10.1.1.157      0050BA7120D6    Dynamic
System        10.42.73.90      10.1.1.158      0050BAF5A555    Dynamic
System        10.42.73.90      10.1.1.161      0050BA70E489    Dynamic
-----
*****
Function: Enter the name of the routing Interface.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-102. Browse ARP Table screen

To display a particular IP interface or an IP address, enter either the IP interface name in the **Jump to Interface Name** field or enter the IP address in the **IP Address** field, highlight **GO**, and press **Enter**.

Default IP Table

The **Default IP Address Table** displays the static IP addresses.

To view the Default IP Address Table:

Highlight **Default IP Table** from the **Network Monitoring Menu** and press **Enter**.

```

Default IP Address                                     Layer 3 Switch
-----
IP Address      Netmask      Gateway      Port      Status
-----
10.0.0.0        255.0.0.0    10.32.73.5   0         Inactive
-----
*****
Function:
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-103. Default IP Address screen

OSPF LSDB Table

The Monitor Link-State Database Table displays the current link-state database in use by the OSPF routing protocol on a per-OSPF area basis.

To view the Monitor LSDB Table:

Highlight **OSPF LSDB Table** from the **Network Monitoring Menu** and press **Enter**.

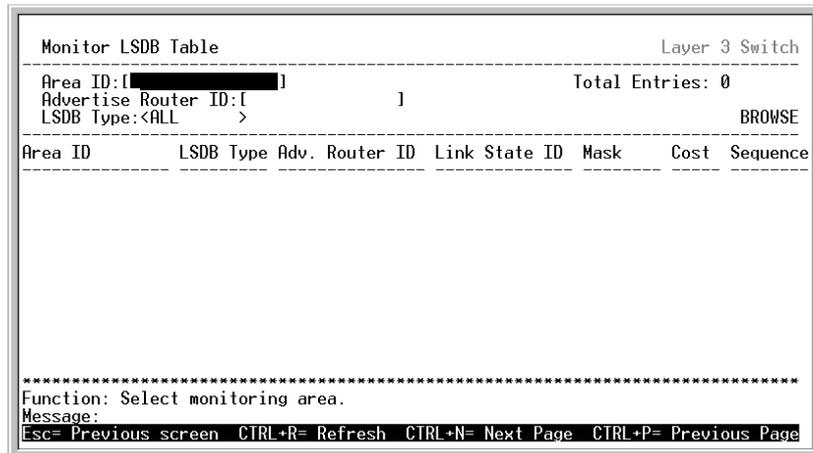


Figure 6-104. Monitor LSDB Table screen

The following fields are displayed:

Parameter	Description
Area ID	Allows the entry of an OSPF Area ID. This Area ID will then be used to search the table, and display an entry – if there is one.
LSDB Type	Displays which one of four types of link advertisements by which the current link was discovered by the switch: Router link (RTRLink), Network link (NETLink), Summary link (Summary), Autonomous System link (ASSummary).
Adv Router ID	Displays the Advertising Router's ID.
Link State ID	This field identifies the portion of the internet environment that is being described by the advertisement. The contents of this field depend on the advertisement's LS type. LS Type Link State ID <hr/> 1 The originating router's Router ID. 2 The IP interface address of the network's Designated Router. 3 The destination network's IP address. 4 The Router ID of the described AS boundary router.
Mask	Displays the network mask in hexadecimal format. For example, 255.0.0.0 is displayed as FF000000.
Cost	Displays the routing metric associated with the link.
Sequence	Displays a sequence number corresponding to number of times the current link has been advertised as changed.

OSPF External LSDB Table

The external OSPF Link State Database (LSDB) table can be viewed by highlighting **OSPF External LSDB Table** and pressing **Enter**.

```

Monitor External LSDB Table                                     Layer 3 Switch
-----
Advertise Router ID:[██████████]                               Total Entries: 0
                                                                BROWSE
-----
Adv. Router ID  Link State ID  Mask      Cost      Sequence
-----
*****
Function: Select advertising router.
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-105. Monitor External LSDB Table screen

The following fields are displayed:

Parameter	Description
Advertise Router ID	Allows the entry of a Router ID. This is then used to search the External LSDB Table and display the results – if any.
Adv Router ID	Displays the Advertising Router's ID.
Link State ID	This field identifies the portion of the internet environment that is being described by the advertisement. The contents of this field depend on the advertisement's LS type. LS Type Link State ID
Mask	5 The destination network's IP address. Displays the network mask in hexadecimal format. For example, 255.0.0.0 is displayed as FF000000.
Cost	Displays the routing metric associated with the link.
Sequence	Displays a sequence number corresponding to number of times the current link has been advertised as changed.

IP Multicast Forwarding Table

To view the IP multicast forwarding table:

Highlight **IP Multicast Forwarding Table** from the **Network Monitoring Menu** and press **Enter**.

```

Browse IP Multicast Forwarding Table                                     Layer 3 Switch
-----
Jump to Multicast Group:[0.0.0.0] Source IP:[0.0.0.0]
                        Source Mask:[0.0.0.0] GO Total Entries: 0
-----
Multicast Group Source IP Addr. Source Mask UpStream Neighbor Prune_I Port
-----
*****
Function:
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-106. Browse IP Multicast Forwarding Table screen

To display a particular multicast group, enter either the IP address in the **Jump to Multicast Group** field, enter the source IP address in the **Source IP** field, or the source subnet mask in the **Source Mask** field, highlight GO, and press **Enter**.

This sets a filter to determine which IP addresses and multicast groups from the table are displayed.

To display a particular source IP address, enter either the IP address in the **Jump to IP Address** field and the source subnet mask in the **Source Mask** field, highlight GO, and press **Enter**.

IGMP Group Table

To view the IGMP Group table:

Highlight **IGMP Group Table** from the **Network Monitoring Menu** and press **Enter**.

```

Browse IGMP Group Table                                             Layer 3 Switch
-----
Jump to Interface Name:[ ]
                        Multicast Group:[0.0.0.0] GO Total Entries: 0
-----
Interface Name Multicast Group Last Reporter IP Created Expire
-----
*****
Function:Enter the name of the routing Interface.
Message:
Esc= Previous screen CTRL+R= Refresh CTRL+N= Next Page CTRL+P= Previous Page

```

Figure 6-107. Browse IGMP Group Table screen

To display a particular multicast group, enter either the IP address in the **Jump to Interface Name** field, enter the multicast group IP address in the **Multicast Group** field, highlight **GO**, and press **Enter**.

DVMRP Routing Table

To view the DVMRP Routing table:

Highlight **DVMRP Routing Table** from the **Network Monitoring Menu** and press **Enter**.

```

Browse DVMRP Routing Table                                     Layer 3 Switch
-----
Jump to Source IP Address:[0.0.0.0]
Source Mask:[0.0.0.0]      GO      Total Entries: 1
-----
Source Address   Source Mask   Next-hop Router  Hops  Learned  Interface
-----
10.0.0.0        255.0.0.0    10.42.73.90     1     Local    System

*****
Function:
Message:
Esc= Previous screen  CTRL+R= Refresh  CTRL+N= Next Page  CTRL+P= Previous Page

```

Figure 6-108. Browse DVMRP Routing Table screen

The **Jump to Source IP Address** and **Source Mask** fields allow the entry of an IP address and corresponding subnet mask to search the table for. Highlight **GO** and press **Enter** and the DVMRP Routing table will be searched for the IP address and subnet mask above.

Load Factory Defaults

To reset the switch to all factory defaults:

Highlight **Reboot** on the **Main Menu** and press **Enter**.

```

System Reboot                                               Layer 3 Switch
-----
Reboot
Save Configuration & Reboot
Reboot & Load Factory Default Configuration
Reboot & Load Factory Default Configuration Except IP Address

*****
Function:
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-109. System Reboot menu

Highlight one of the two **Load Factory Default Configuration** entries and press **Enter**. A confirmation screen will appear. Press **Y** for Yes and press **Enter**.



The factory defaults for the DES-3326 are listed in Appendix D of this manual.

Reboot

The DES-3326 has several reboot options.

To reboot the switch from the console:

Highlight **Reboot** from the **Main Menu** and press **Enter**.

```

System Reboot                                     Layer 3 Switch
-----
Reboot
Save Configuration & Reboot
Reboot & Load Factory Default Configuration
Reboot & Load Factory Default Configuration Except IP Address

*****
Function:
Message:
CTRL+T = Root screen      Esc=Prev. screen      CTRL+R = Refresh

```

Figure 6-110. System Reboot menu

The reboot options are as follows:

Reboot simply restarts the switch. Any configuration settings not saved using **Save Changes** from the **Main Menu** will be lost. The switch's configuration will be restored to the last configuration saved in NV-RAM.

Save Configuration & Reboot saves the configuration to NV-RAM (identical to using **Save Changes**) and then restarts the switch.

Reboot & Load Factory Default Configuration restarts the switch using the default factory configuration. All configuration data will be lost.

Reboot & Load Factory Default Configuration Except IP Address restarts the switch using the default factory configuration, except the user configured IP address will be retained. All other configuration data will be lost.

A confirmation screen will appear:

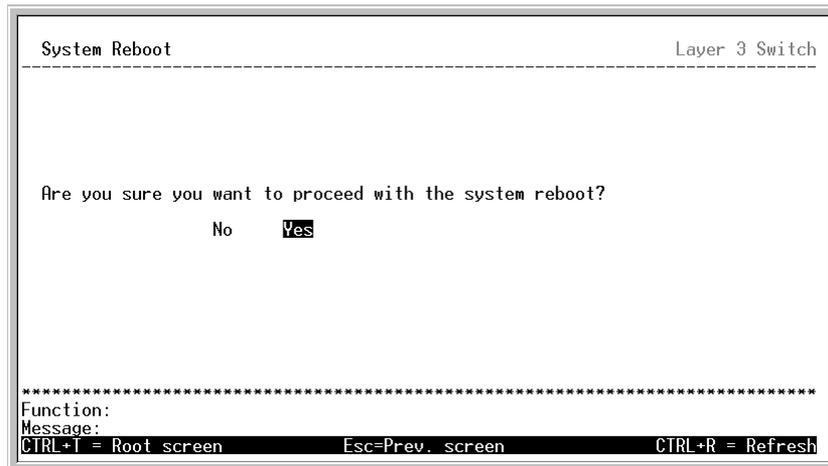


Figure 6-111. System Reboot Confirmation screen

To reboot the switch, in the mode entered above, highlight Yes and press **Enter**.

WEB-BASED NETWORK MANAGEMENT

Introduction

The DES-3326 offers an embedded Web-based (HTML) interface allowing users to manage the switch from anywhere on the network through a standard browser such as Netscape Navigator/Communicator or Microsoft Internet Explorer. The Web browser acts as a universal access tool and can communicate directly with the Switch using the HTTP protocol.

The Web-based management module and the Console program (and Telnet) are different ways to access the same internal switching software and configure it. Thus, all settings encountered in web-based management are the same as those found in the console program.



Note: This Web-based Management Module does not accept Chinese language input (or other languages requiring 2 bytes per character).

Where there is a difference in the setup of the switch between its two operational modes (**Layer 2 Only** and **IP Routing**), the sections are divided to correspond with the switch operating mode that is applicable.

Note: **IP Routing** mode switch configuration settings that are saved NV-RAM using **Save Changes** from the **Main Menu** are retained in the switch's memory when the operational mode is changed. **IP Routing** mode settings are simply inactive when the switch is in **Layer 2 Only** mode.

Before You Start

The DES-3326 Layer 3 Switch supports a wide array of functions and gives great flexibility and increased network performance by eliminating the routing bottleneck between the WAN or Internet and the Intranet. Its function in a network can be thought of as a new generation of router that performs routing functions in hardware, rather than software.

This flexibility and rich feature set requires a bit of thought to arrive at a deployment strategy that will maximize the potential of the DES-3326 Layer 3 switch.

General Deployment Strategy

1. Determine how the network would be best segmented. This is probably done using VLANs in an existing layer 2 switched network.

2. Develop an IP addressing scheme. This involves allocating a block of IP addresses to each network segment. Each network interface is then assigned a network address and a subnet mask. *See Chapter 5, **Switch Management Concepts** section titled **IP Addressing and Subnetting** for more information.*
3. Determine which network resources must be shared by the interfaces. Shared resources may be connected directly to the Layer 3 switch, if need be. Static routes to each of the shared resources should be determined.
4. Determine how each interface will communicate with the WAN or Internet. Again, static routes should be determined and default gateways identified.
5. Develop a security scheme. Some interfaces on the network need more security or should be isolated from the other interfaces. IP or MAC filtering can be used. Also, one or more VLANs on the Layer 3 switch can be configured without an IP interface – in which case, these VLANs will function as a layer 2 VLAN and would require an external router to connect to the rest of the network.
6. Develop a policy scheme. Some interfaces will have a greater need for multicasting bandwidth, for example. A policy is a mechanism to alter the normal packet forwarding in a network device, and can be used to intelligently allocate bandwidth to time-critical applications such as the integration of voice, video, and data on the network.
7. Develop a redundancy scheme. Planning redundant links and routes to network critical resources can save valuable time in case of a link or device failure. The DES-3326 Spanning Tree function can be used to block the redundant link until it is needed.

VLAN Layout

VLANs on the DES-3326 have rather more functions than on a traditional layer 2 switch, and must therefore be laid-out and configured with a bit more care. Layer 3 VLANs (VLANs with an IP interface assigned to them) could be thought of as network links – not just as a collection of associated end users. Further, Layer 3 VLANs are assigned an IP network address and subnet mask to enable IP routing between them.

Layer 3 VLANs must be configured on the switch before they can be assigned IP interfaces. Further, the static VLAN configuration is specified on a per port basis. On the DES-3326, a VLAN can consist of end-nodes – just like a traditional layer 2 switch, but a VLAN can also consist of one or more layer 2 switches – each of which is connected to multiple end-nodes or network resources.

So, a Layer 3 VLAN, consisting of 4 ports, could be connected to 4 layer 2 switches. If these layer 2 switches each have 24 ports, then the Layer 3 VLAN would contain $4 \times 24 = 96$ end nodes. Assigning an IP interface to the Layer 3 VLAN would allow wire-speed IP routing from the WAN to each end node and between end nodes.

So, the IP interfaces for a network must be determined first, and the VLANs configured on the switch to accommodate the IP interfaces. Finally, the IP interfaces can be assigned to the VLANs.

Assigning IP Network Addresses and Subnet Masks to VLANs

The DES-3326 allows the assignment of IP interfaces to individual VLANs. Any VLAN configured on the switch that is not assigned an IP interface, will behave as a layer 2 VLAN and will not be capable of IP routing – even if the switch is in IP Routing mode.

Developing an IP addressing scheme is a complex subject, but it is sufficient here to mention that the total number of anticipated end nodes – for each Layer 3 VLAN – must be accommodated with a unique

IP address. It should be noted that the switch regards a VLAN with an IP network address and corresponding subnet mask assigned as an IP interface in IP Routing mode.

Defining Static Routes

Routes between the IP interfaces and a default gateway or other router with a WAN connection should be determined beforehand and entered into the static/default routing table on the DES-3326.

Getting Started

The first step in getting started in using web-based management for your Switch is to secure a browser. A Web browser is a program that allows a person to read hypertext, for example, Opera, Netscape Navigator, or Microsoft Internet Explorer. Follow the installation instructions for the browser.

The second and last step is to configure the IP interface of the Switch. This can be done manually through a console (see the Configure IP Address section in Chapter 6, "Using The Console Interface").

Management

To begin managing your Switch simply run the browser you have installed on your computer and point it to the IP address you have defined for the device. The URL in the address bar should read something like: `http://123.123.123.123`, where the numbers 123 represent the IP address of the switch.

Note: The Factory default IP address for the switch is 10.90.90.90.

In the page that opens, click on the **Login to DES-3326 Manager** button:



Figure 7-1. Login button

This opens the main page in the management module.

The switch management features available in the Web-based are explained below.

Configuring the Switch

User Accounts Management

From the main menu, click **Management** and then select **User Accounts Management**.



Figure 7-2. User Accounts Control Table window

Click **New** to add a user.

Figure 7-3. User Accounts Control Table – Add window

1. Enter the new user name, assign an initial password, and then confirm the new password. Determine whether the new user should have *Root*, *User+*, or *User* privileges.
2. Click **Apply** to make the user addition effective.
3. A listing of all user accounts and access levels is shown on the user accounts control table. This list is updated when Apply is executed.
4. Please remember that Apply makes changes to the switch configuration for the **current session only**. All changes (including User additions or updates) must be entered into non-volatile RAM using the **Save Changes** window on the **Maintenance** menu - if you want these changes to be permanent.

Root, User+ and Normal User Privileges

There are three levels of user privileges: *Root* and *User+*, and *User*. Some menu selections available to users with *Root* privileges may not be available to those with *User+* and *User* privileges.

The following table summarizes the *Root*, *User+* and *User* privileges:

Switch Configuration Management	Privilege		
	Root	User+	User
Configuration	Yes	Read Only	Read Only
Network Monitoring	Yes	Read Only	Read Only
Community Strings and Trap Stations	Yes	Read Only	Read Only
Update Firmware and Configuration Files	Yes	No	No
System Utilities	Yes	Ping Only	Ping Only
Reboot and Load Factory Defaults	Yes	No	No
Reboot Switch	Yes	Yes	No
User Accounts Management			
Add/Update/Delete User Accounts	Yes	No	No
View User Accounts	Yes	No	No

Table 7-1. Root, User+, and User Privileges

After establishing a User Account with *Root*-level privileges, click **Save Changes** on the **Maintenance** menu and then click **Save Configuration** (see below). The switch will save any changes to its non-volatile ram and reboot. You can logon again and are now ready to continue configuring the switch.

Saving Changes

The DES-3326 has two levels of memory; normal RAM and non-volatile or NV-RAM. Configuration changes are made effective by clicking **Apply**. When this is done, the settings will be immediately applied to the switching software in RAM, and will immediately take effect.

Some settings, though, require you to restart the switch before they will take effect. Restarting the switch erases all settings in RAM and reloads the stored settings from the NV-RAM. Thus, it is necessary to save all setting changes to NV-RAM before rebooting the switch.

To retain any configuration changes permanently, click **Save Changes** on the **Maintenance** menu and then click **Save Configuration** on the following window:



Figure 7-4. Save Changes window

Once the switch configuration settings have been saved to NV-RAM, they become the default settings for the switch. These settings will be used every time the switch is rebooted.

Reboot and Load Factory Defaults

The following window is used to restart the switch using only the configuration that was supplied by the factory. To return all configuration options to their default values and restores the switch's configuration to the factory settings, select **Factory Reset** on the **Maintenance** menu.

Please note that all user-entered configuration information will be lost.

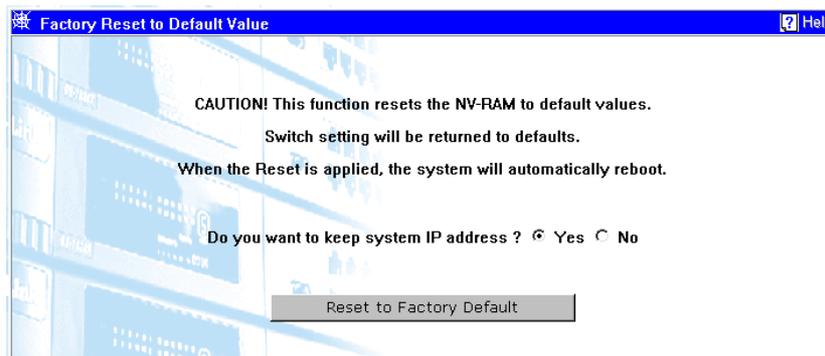


Figure 7-5. Factory Reset to Default Value window

Check **Yes** if you want the switch to retain its current IP address. Check **No** to reset the switch's IP address to the factory default, 10.90.90.90.

Click the **Reset to Factory Default** button to restart the switch.

USING WEB-BASED MANAGEMENT

Setting Up Web Management

Before running Web-based management, some basic configuration of the switch may need to be performed. The following at a minimum must be configured or known for the switch to be managed:

- IP Address
- Administrator password

In addition, several other parameters may need to be configured or known to properly communicate with the switch or allow full management capability. These include:

- Default Gateway
- Trap Destination and Community Name

Configuration of these items may be made from the User Interface, which is accessible via either the serial console or Telnet. Refer to the User's Guide that came with your system for more information describing the required configuration.

Setting an IP Address

The IP address for the switch must be set before it can be managed with the Web-based manager. The switch IP address may be automatically set using BOOTP protocol, in which case the actual address assigned to the switch must be known.

The IP address may alternatively be set manually as follows:

1. Starting at the **Main Menu** of the User Interface, select **Remote Management Setup**.
2. Enter the IP address in the New Switch IP Settings section of the **Remote Management Setup** screen.
3. Enter a Subnet Mask in the next field.
4. Click APPLY to make the change effective. Use **Save Changes** from the **Main Menu** to enter the IP address into NV-RAM.

Setting a Default Gateway

The default gateway parameter defines the IP address of a router or other network device to which IP packets are to be sent if destined for an interface outside of that in which the switch is operating. This parameter must be set if you are attempting to manage the switch from a remote network or across the Internet.

1. Starting at the **Main Menu** of the User Interface, select **Remote Management Setup**.
2. Enter the Gateway IP address of the router in the Default Gateway field in the New Switch IP Settings section of the **Remote Management Setup** screen.
3. Click APPLY to make the change effective. Use **Save Changes** from the **Main Menu** to enter the IP address into NV-RAM.

Setting the Administrator Password

Management access to the switch is restricted based on the administrator password. Administrators have read/write access for parameters governing the SNMP agent. You should therefore assign a password to the default administrator as soon as possible, and store it in a safe place.

Setting Trap Destinations

If you wish to record SNMP traps, or events, generated by the switch, you must configure a destination for the Trap Receivers. A trap destination is the IP address of the computer system on which the Web-based manager is being run.

1. Starting at the **Main Menu** of the User Interface, select Management / Trap Receivers.
2. Select an entry for a Trap Receiver from the menu, then enter the IP address and community name.
3. Move to the Status field, and use the Space bar to select ENABLED.
4. Click APPLY to make the changes effective. Use Save Changes to enter the configuration into NV-RAM.

Saving Configuration Changes

Clicking the **APPLY** button makes any configuration change active, but only for the current session. If the switch is restarted (rebooted) without entering the configuration changes into the non-volatile RAM (flash RAM), the configuration changes will be lost.

To enter configuration changes into the switch's non-volatile RAM, select **Save Changes** from the main screen. Click on the **Save Configuration** button to enter the current configuration into NV-RAM. The configuration will then be loaded into the switch's memory when it is restarted.

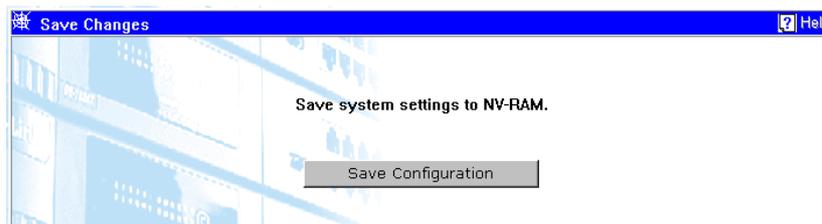


Figure 7-6. Save Changes window

Starting and Stopping the Web-based Manager

Do the following to use the web-based manager:

1. Start a Java-enabled Web browser from any machine with network access to the switch. (Preferred browsers include Opera, Internet Explorer 5.0 or above, or Netscape Navigator 4.0 or above.)
2. Enter the IP address for the switch you want to manage in the URL field of the browser.
3. The screen below will appear, prompting you to enter the user name and password for management access.



Figure 7-7. Password dialog box

1. Use the User Name, and Password previously entered in the Setting Up Web Management section. This will allow read/write access to the switch.
2. The full application will now launch. A four-frame page will display with the product graphic located in the upper right hand frame.
3. To stop the web-based manager, close the Web browser application.

Web-based Manager's User Interface

The user interface provides access to various switch configuration and management screens, allows you to view performance statistics, and permits you to graphically monitor system status.

Areas of the User Interface

The user interface is divided into 3 distinct areas:

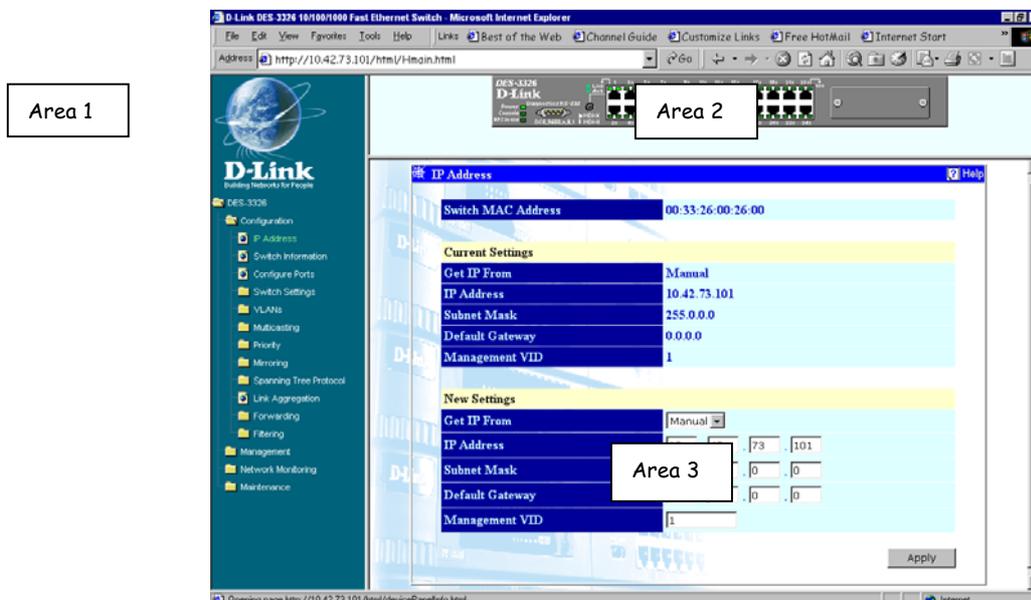


Figure 7-8. Main Web-Manager window

Area	Function
1	Allows the selection of commands.
2	Presents a graphical near real-time image of the front panel of the switch. This area displays the switch's ports and expansion modules, showing port activity, duplex mode, or flow control, depending on the specified mode. Various areas of the graphic can be selected for performing management functions, including the ports, expansion modules, management module, or the case.
3	Presents switch information based on your selection and the entry of configuration data.

CONFIGURING AND MONITORING

This section, arranged by topic, describes how to perform common monitoring and configuration tasks on a DES-3326 switch using the Web-based Manager, you can perform any of the tasks described in the following sections.

Screen Hierarchy

The contents of this chapter are arranged following the structure shown in the tables below. The first table shows the arrangement of the links and the configuration menus for Web-based management software when the switch is in Layer 2 Only mode. The second table shows the arrangement of the menus when the switch is in IP Routing (Layer 3) mode.

Link	Menus
Configuration	IP Address
	Switch Information
	Configure Port
Switch Settings	Switch Operation Mode
	Layer 2 Switch Settings
VLANs	802.1Q Static VLANs
	802.1Q Port Settings
	Port VLAN ID (PVID)
	Port Ingress Filter
	Port GVRP Settings
	Port GMRP Settings
Multicasting	IEEE 802.1Q Multicast Forwarding
	IGMP Snooping Settings
	Static Router Port Settings
Priority	MAC Address Priority
Mirroring	Target Port Selection
	Port Mirroring Settings
Spanning Tree Protocol	STP Switch Settings
	Configure STP Groups
	STP Port Settings
Link Aggregation	Link Aggregation
Forwarding	MAC Forwarding
	MAC Address Forwarding
Filtering	MAC Filtering
	MAC Address Filtering
Management	Management Station IP
	Community Strings
	Trap Receivers
	User Accounts Management
	Serial Port Settings
Network Monitoring Statistics	Port Utilization
	Port Error
	Port Packet Analysis
Address Table Applications	Browse MAC Address Sequentially
	GVRP Status
	GMRP Status
	Browse Router Port
	IGMP Snooping Table
	Switch History
Maintenance	Update Firmware from Server
	User Configuration File on Server
	Save Settings to Server
	Save History Log to Server
	Save Changes
	Factory Reset
	Restart System

The following table shows the relationship between the links and the configuration menus when the switch is in IP Routing (Layer 3) mode. Menus and screens added when the switch is in IP Routing mode are shown in *italics*.

Link	Menus
Configuration	IP Address Switch Information Configure Port
Switch Settings	Switch Operation Mode Layer 2 Switch Settings <i>Layer 3 IP Routing Protocol Settings</i>
Configure Layer 3 IP Networking	<i>Setup IP Interfaces</i> <i>MD5 Key Table Configuration</i> <i>Route Redistribution Settings</i>
RIP Settings	<i>RIP State</i> <i>Setup RIP</i>
OSPF	<i>General</i> <i>OSPF Area Setting</i> <i>OSPF Interface Configuration</i> <i>Virtual Interface Configuration</i> <i>Area Aggregation Configuration</i>
VLANs	802.1Q Static VLANs 802.1Q Port Settings Port VLAN ID (PVID) Port Ingress Filter Port GVRP Settings Port GMRP Settings
Multicasting	IEEE 802.1Q Multicast Forwarding
IP Multicasting	<i>Multicast Interface Configuration</i> <i>IGMP Settings</i> <i>DVMRP Settings</i> <i>PIM-DM Settings</i>
Multicasting	Static Router Port Settings
Priority	MAC Address Priority
Mirroring	Target Port Selection Port Mirroring Settings
Spanning Tree Protocol	STP Switch Settings Configure STP Groups STP Port Settings
Link Aggregation	Link Aggregation
Forwarding	MAC Forwarding MAC Address Forwarding <i>IP Forwarding</i> <i>Static/Default Route</i> <i>Static ARP</i>

Filtering	MAC Filtering MAC Address Filtering <i>IP Filtering</i> <i>IP Address Filtering</i>
BOOTP/DHCP Relay	<i>BOOTP/DHCP Relay</i> <i>Static Setup</i>
DNS Relay	<i>DNS Relay</i> <i>Static Setup</i>
Management	Management Station IP Community Strings Trap Receivers User Accounts Management Serial Port Settings
Network Monitoring	Port Utilization Port Error
Statistics	Port Packet Analysis
Address Table	Browse MAC Address Sequentially <i>Browse IP Address Sequentially</i> <i>Routing Table</i> <i>ARP Table</i> <i>Default IP Address</i> <i>OSPF LSDB Table</i> <i>OSPF External LSDB Table</i>
Applications	GVRP GMRP Browse Router Port IGMP Snooping <i>IP Multicast Forwarding Table</i> <i>IGMP Group Table</i> <i>DVMRP Routing Table</i> Switch History
Maintenance	Update Firmware from Server User Configuration File on Server Save Settings to Server Save History Log to Server Save Changes Factory Reset Restart System

Setting Up The Switch

Basic Setup

This section will help prepare the Switch user by describing the **Switch Information – Basic Settings**, **IP Address**, **Configure Port**, and **Switch Settings** windows.

Switch Information

Click the **Switch Information** link in the **Configuration** menu.

Switch Information - Basic Settings	
Device Type	DES-3326 Layer 3 Fast-Ethernet Switch
Ext. Module Type	1000BASE-SC-SX(2 ports) Module present
MAC Address	00:01:02:03:04:00
Boot PROM Version	1.00-B00
Firmware Version	1.00-B36
Hardware Version	5A1-1A1
Ext. Module Version	0A1
Redundant Power Supply	Not Present
System Name	<input type="text"/>
System Location	<input type="text"/>
System Contact	<input type="text"/>

Apply

Figure 7-9. Switch Information – Basic Settings window

The **Switch Information** window shows which (if any) external modules are installed, and the switch's **MAC Address** (assigned by the factory and unchangeable). In addition, the **Boot PROM** and **Firmware Version** numbers are shown. This information is helpful to keep track of PROM and Firmware updates and to obtain the switch's MAC address for entry into another network device's address table – if necessary.

You can also enter the name of the **System**, its location, and the name and telephone number of the System Administrator. It is recommended that the person responsible for the maintenance of the network system that this Layer 3 switch is installed on be listed here.

IP Address

Configuring the Switch's IP Address



The BOOTP and DHCP Server options for assigning the switch an IP address and subnet mask are only available when the switch is in Layer 2 Only mode. The IP Routing mode requires a manual entry of the IP address and subnet mask.

The Switch needs to have an IP address assigned to it so that an In-Band network management system (for example, the Web Manager or Telnet) client can find it on the network. The **IP Address** window allows you to change the settings for the Ethernet interface used for in-band communication.

The fields listed under the **Current Settings** heading are those that are currently being used by the switch. Those fields listed under the **New Settings** heading are those that will be used after the **Apply** button is clicked.

To set the switch's IP address:

Click the **IP Address** link in the **Configuration** menu.

Figure 7-10. IP Address window



The switch's factory default IP address is 10.90.90.90 with a subnet mask of 255.0.0.0 and a default gateway of 0.0.0.0.

To manually assign the switch's IP address, subnet mask, and default gateway address:

Enter the appropriate IP address and subnet mask.

If you want to access the switch from a different interface from the one it is installed on, enter the IP address of the gateway. If you will manage the switch from the interface on which it is installed, you can leave the default address in this field.

To use the BOOTP or DHCP protocols to assign the switch an IP address, subnet mask, and default gateway address:

Use the **Get IP From:** <Manual> pull-down menu to choose from *Manual*, *BOOTP*, or *DHCP*. This selects how the switch will be assigned an IP address on the next reboot (or startup).



Note: The *BOOTP* and *DHCP* protocols are only available when the switch is in Layer 2 mode.

The **Get IP From:** <Manual> options are:

Parameter	Description
BOOTP	The switch will send out a BOOTP broadcast request when it is powered up. The BOOTP protocol allows IP addresses, network masks, and default gateways to be assigned by a central BOOTP server. If this option is set, the Switch will first look for a BOOTP server to provide it with this information before using the default or previously entered settings.
DHCP	The switch will send out a DHCP broadcast request when it is powered up. The DHCP protocol allows IP addresses, network masks, and default gateways to be assigned by a DHCP server. If this option is set, the switch will first look for a DHCP server to provide it with this information before using the default or previously entered settings.
Manual	Allows the entry of an IP address, Subnet Mask, and a Default Gateway for the switch. These fields should be of the form <i>xxx.xxx.xxx.xxx</i> , where each <i>xxx</i> is a number (represented in decimal form) between 0 and 255. This address should be a unique address on the network assigned for use by the network administrator. The fields which require entries under this option are as follows:
Subnet Mask	A Bitmask that determines the extent of the subnet that the Switch is on. Should be of the form <i>xxx.xxx.xxx.xxx</i> , where each <i>xxx</i> is a number (represented in decimal) between 0 and 255. The value should be 255.0.0.0 for a Class A network, 255.255.0.0 for a Class B network, and 255.255.255.0 for a Class C network, but custom subnet masks are allowed.
Default Gateway	IP address that determines where packets with a destination address outside the current interface should be sent. This is usually the address of a router or a host acting as an IP gateway. If your network is not part of an intranet, or you do not want the Switch to be accessible outside your local network, you can leave this field unchanged.
Management VID	This allows the entry of a VLAN ID (VID) from which a management station (a computer) will be allowed to manage the switch using TCP/IP (in-band, or over the network). Management stations that are on VLANs other than the one entered in the Management VID field will not be able to manage the switch in-band unless their IP addresses are entered in the Management Station IP Addresses field. Any VID that has been configured on the switch can be entered in this field.

SNMP Settings

Some settings must be entered to allow the switch to be managed from an SNMP-based Network Management System such as SNMP v1 or to be able to access the Switch using the Telnet protocol or the Web Manager.

To setup the switch for remote management:

Click the **Management Station IP** link in the **Management** menu. The following screen appears:

Figure 7-11. Management Station IP Settings window

Management stations are computers on the network that will be used to manage the switch. You can limit the number of possible management stations by entering up to three IP addresses. If the three **IP Address** fields contain all zeros (“0”), then any station with any IP address can access the switch to manage and configure it. If there is one or more IP addresses entered in the **IP Address** fields, then only stations with the IP addresses entered will be allowed to access the switch to manage or configure it.

Setting Up Trap Receivers

This allows the switch to send traps (messages about errors, etc.) to management stations on the network. Click the **Community Strings** link in the **Management** menu. The trap recipients can be setup from the following window:

Trap Receiving Station	Community String	Status
0 . 0 . 0 . 0		Disabled
0 . 0 . 0 . 0		Disabled
0 . 0 . 0 . 0		Disabled
0 . 0 . 0 . 0		Disabled

Figure 7-12. Trap Receivers window

The **Trap Receiving Station** field is the IP address of a management station (a computer) that is configured to receive the SNMP traps from the switch.

The **Community String** is similar to a password in that stations that do not know the correct string cannot receive or request SNMP information from the switch.

The **Status** field can be toggled between *Enabled* and *Disabled* to enable or disable the receipt of SNMP traps by the listed management stations.

Configure Ports

Click the **Configure Ports** link on the **Configuration** menu:

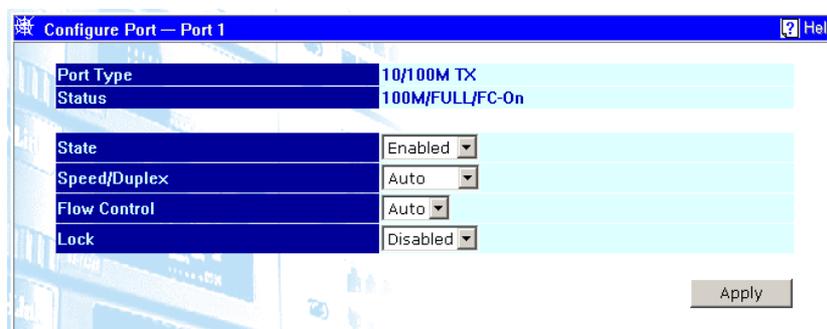


Figure 7-13. Configure Port window

Click on the port you want to configure on the DES-3326 Switch front panel display at the top of the Web page.

Use the **State** pull-down menu to either enable or disable a given port.

Use the **Speed/Duplex** pull-down menu to either select the speed and duplex/half-duplex state of the port. Auto – auto-negotiation between 10 and 100 Mbps devices, full- or half-duplex. The Auto setting allows the port to automatically determine the fastest settings the device the port is connected to can handle, and then to use those settings. The other options are *100M/Full*, *100M/Half*, *10M/Full*, and *10M/Half*. There is no automatic adjustment of port settings with any option other than *Auto*.

Port Locking

A given port's (or a range of port's) dynamic MAC address learning can be locked such that the current source MAC addresses entered into the MAC address forwarding table can not be changed once the port lock is enabled. The port can be locked by toggling the **Lock** pull-down menu to *Enabled*, and clicking **Apply**.

This is a security feature that prevents unauthorized computers (with source MAC addresses unknown to the switch prior to locking the port (or ports)) from connecting to the switch's locked ports and gaining access to the network.

The following fields can be set:

Parameter	Description
State <Enabled>	Toggle the State field to either enable or disable a given port.
Speed/Duplex <Auto>	Toggle the Speed/Duplex field to either select the speed and duplex/half-duplex state of the port. Auto – auto-negotiation between 10 and 100 Mbps devices, full- or half-duplex. The Auto setting allows the port to automatically determine the fastest settings the device the port is connected to can handle, and then to use those settings. The other options are <i>100M/Full</i> , <i>100M/Half</i> , <i>10M/Full</i> , and <i>10M/Half</i> . There is no automatic adjustment of port settings with any option other than <i>Auto</i> .
Flow Control: Auto	Displays the flow control scheme used for the various port configurations. Ports configured for full-duplex use 802.3x flow control, half-duplex ports use backpressure flow control, and Auto ports use an automatic selection of the two.
Lock <Disabled>	Allows the selected port (or port's) dynamic MAC address learning to be locked such that new source MAC addresses cannot be entered into the MAC address table for the locked port. It can be changed by toggling between <i>Disabled</i> and <i>Enabled</i> .

Serial Port Settings

The **Serial Port Settings** window allows the configuration of the switch's serial port and out-of-band TCP/IP communications using SLIP.

Click on the **Serial Port Settings** link on the **Management** menu.

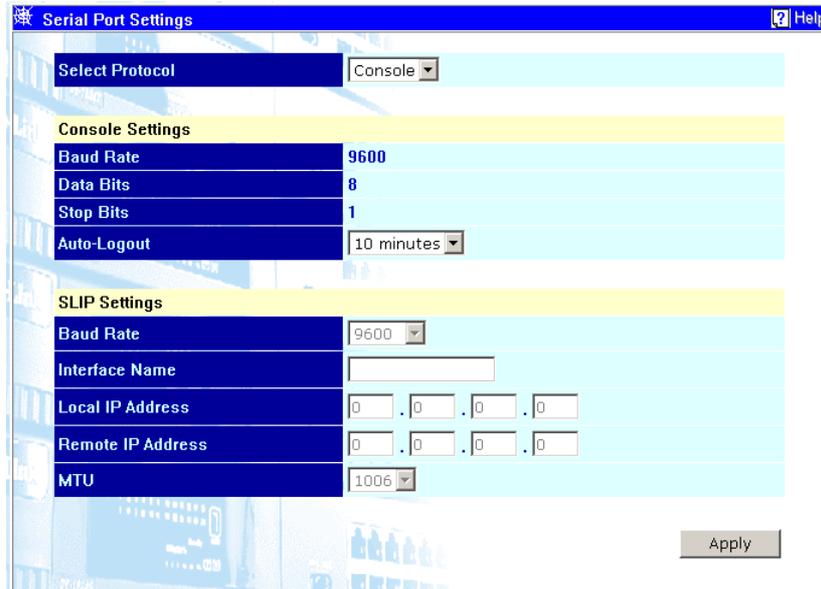


Figure 7-14. Serial Port Settings window

Use the **Select Protocol** pull-down menu to select either the *Console* or the *SLIP* protocol.

The following fields can then be set:

Console Settings

Parameter	Description
Baud Rate	Displays the serial bit rate used to communicate with a management station. The console baud rate is 9600 bits per second.
Data Bits	Displays the number of bits that make up a word when communicating with the management station. The console interface uses 8 data bits.
Stop Bits	Displays the number of bits used to indicate that a word has been completely transmitted. The console interface uses 1 stop bit.
Auto-Logout	This sets the time the interface can be idle before the switch automatically logs-out the user. The options are <i>2 mins</i> , <i>5 mins</i> , <i>10 mins</i> , <i>15 mins</i> , or <i>Never</i> .

SLIP Settings

Parameter	Description
Baud Rate	Sets the serial bit rate that will be used to communicate the next time

the Switch is restarted. Applies only when the serial port is being used for out-of-band (SLIP) management; it does not apply when the port is used for the console port. Available speeds are 2,400, 9600, 19,200 and 38,400 bits per second. The default setting is 9600.

Local IP Address	This is an IP address assigned to the serial port when it is used for SLIP communications.
Remote IP Address	This is the IP address of the management station that will use the SLIP protocol to communicate with the switch.
MTU	Maximum Transfer Unit – this specifies the maximum packet size in bytes. Can be toggled between 1006 and 1500.

Switch Operation Mode



Putting the switch in IP Routing mode does not – by itself – enable IP routing. The switch must be configured to use IP interfaces before it is capable of IP routing.

The switch can operate in one of two modes:

- 1. Layer 2 Only, Support IEEE 802.1Q VLANs.** The switching process is based upon the source and destination MAC addresses only. 802.1Q VLANs are supported and the switch is considered as a VLAN-tag aware device.
- 2. IP Routing, Support IEEE 802.1Q VLANs.** The switching process is based upon the IP source and destination addresses, if present. If the IP addresses are not present, the switching process is based upon the MAC addresses (as in Layer 2 above). 802.1Q VLANs are supported and the switch is considered as a VLAN-tag aware device.

The switch must be rebooted when changing the operation mode before the new mode can take effect.

Changing the Switch Operation Mode

To change the switch's operating mode:

On the **Configuration** menu, select the **Switch Settings** link, and then click **Switch Operation Mode**:

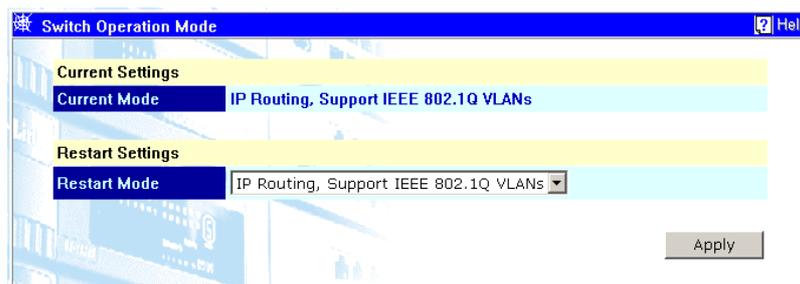


Figure 7-15. Switch Operation Mode window

Use the **Restart Mode** pull-down menu to select one of the two switch operation modes: *Layer 2, Support IEEE 802.1Q VLANs* and *IP Routing, Support IEEE 802.1Q VLANs*.

To make a change in the operation mode of the switch effective, click **Apply**.

The switch will then save the changes made during the current session and reboot. The switch must be rebooted to change the operation mode.

Menu Changes with Switch Operating Mode

Once the switch is configured for IP Routing (Layer 3 Switching), and rebooted, the Web Manager menu adds some functions compared to the Layer 2 Only mode.

Switch Settings

The **Switch Settings** menu allows for various functions – some of which are configured on different console screens – to be enabled or disabled on the switch (globally), without altering the individual function's configuration. Thus, the Distance-Vector Multicast Protocol (DVMRP) is configured from the **Configuration** → **Multicasting** → **IP Multicasting** → **DVMRP Settings** window, but can be enabled or disabled from the **Layer 3 IP Routing Protocol Settings** window – without changing the DVMRP configuration entered in the **DVMRP Settings** window.

Layer 2 Switch Settings

To access the **Layer 2 Switch Settings** window, click **Layer 2 Switch Settings (Configuration** → **Switch Settings)**.

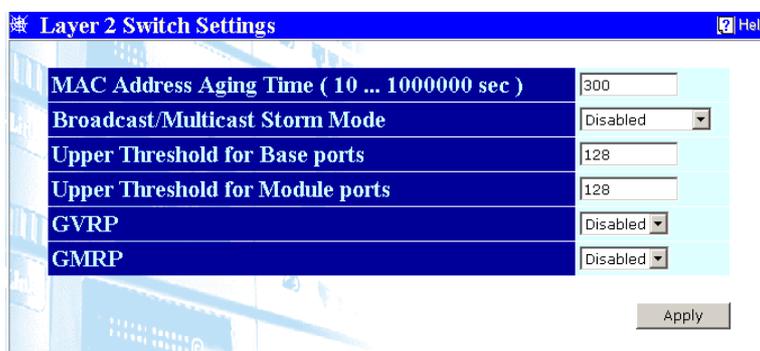


Figure 7-16. Layer 2 Switch Settings window

The following fields can then be set:

Parameter	Description
MAC Address Aging Time (10 ...1000000 sec)	Specifies the length of time a learned MAC Address will remain in the forwarding table without being accessed (that is, how long a learned MAC Address is allowed to remain idle). The Aging Time can be set to any value between 10 and 1,000,000 seconds.
Broadcast/Multicast Storm Mode	This field can be toggled among <i>Broadcast</i> , <i>Multicast</i> , <i>BCST & MCST</i> , and <i>Disabled</i> using the space bar. These options

<Disabled>	dictate, globally, the switch's reaction to Broadcast storms and/or Multicast storms, triggered at the threshold set below.
Upper Threshold for Base ports <128>	This is the number of thousands Broadcast/Multicast packets per second received by the switch – on one of the Master Ports – that will trigger the switch's reaction to a Broadcast/Multicast storm.
Upper Threshold for Module ports <128>	This is the number of thousands Broadcast/Multicast packets per second received by the switch – on one of the module ports – that will trigger the switch's reaction to a Broadcast/Multicast storm.
GVRP <Disabled>	Allows the Group VLAN Registration Protocol (GVRP) to be globally <i>Enabled</i> or <i>Disabled</i> on the switch.
GMRP <Disabled>	Allows the Group Multicast Registration Protocol (GMRP) to be globally <i>Enabled</i> or <i>Disabled</i> on the switch.

Switch Settings – Layer 3 IP Routing Protocol Settings



The **Layer 3 Switch Settings** menu only allows the available multicasting protocols to be enabled or disabled – globally – on the switch.

The multicasting and routing protocols are setup under the **Multicasting** and the **Configure Layer 3 – IP Networking** menus.

To access the **Layer 3 IP Routing Protocol Settings** window, go to the **Configuration** menu, select **Switch Settings**, and then click **Layer 3 IP Routing Protocol Settings**:



Figure 7-17. Layer 3 IP Routing Protocol Settings window

The following fields can then be set:

Parameter	Description
DVMRP <Disabled>	Allows the Distance-Vector Multicast Routing Protocol (DVMRP) to be <i>Enabled</i> or <i>Disabled</i> globally on the

switch.

PIM-DM state
<*Disabled*>

Allows the Protocol Independent Multicast – Dense Mode (PIM-DM) multicast routing protocol to be *Enabled* or *Disabled* globally on the switch.

Advanced Setup

Changing switch operation mode setting changes some of the menus and configuration options for the Advanced Setup of the switch. The configuration data for each mode is, however, saved when the switch's operating mode is changed.

Configuring VLANs



The switch allows the assignment of an IP interface to each VLAN, in IP Routing mode. The VLANs must be configured prior to setting up the IP interfaces.

VLANs by Switch Operating Mode

To create a new 802.1Q VLAN:

The VLAN menu adds an entry to edit the VLAN definitions and to configure the port settings for IEEE 802.1Q VLAN support. Go to the **Configuration** menu, select **VLANs**, and click **802.1Q Static VLANs**:

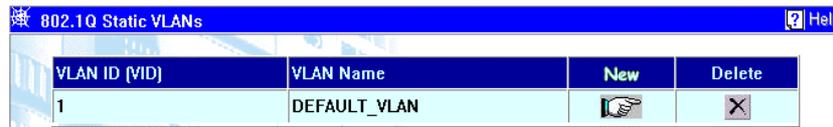


Figure 7-18. 802.1Q Static VLANs window

To delete an existing 802.1Q VLAN, click the **X icon** in the **Delete** column that corresponds to the VLAN you want to delete.

To create a new 802.1Q VLAN, click the **New** hyperlink:

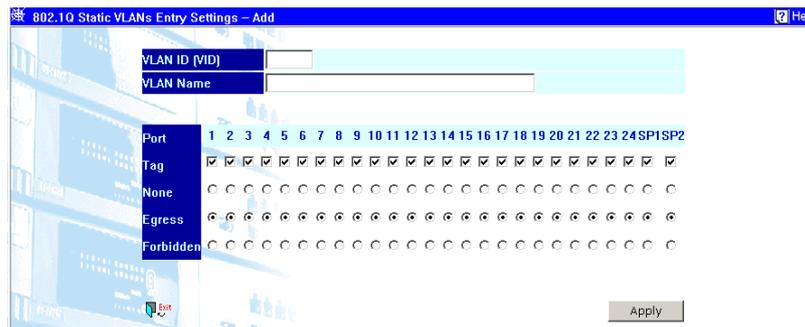


Figure 7-19. 802.1Q Static VLANs Entry Settings – Add window

To edit an existing 802.1Q VLAN, click the **Hand** icon:

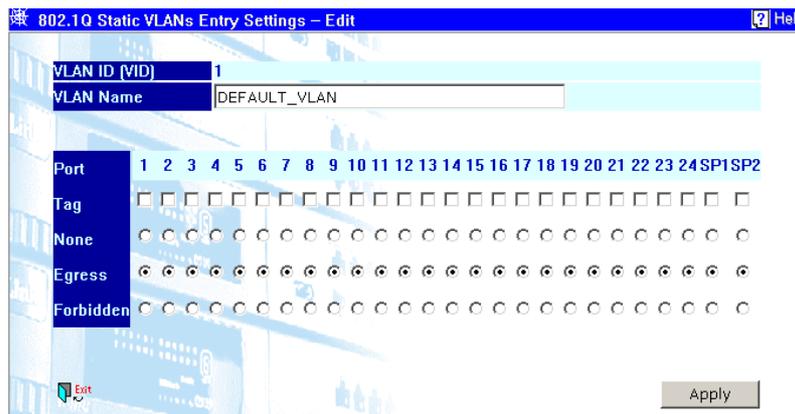


Figure 7-20. 802.1Q Static VLANs Entry Settings – Edit window

The following fields can then be set:

Parameter	Description
VLAN ID (VID)	Allows the entry of the name of an existing VLAN. VLANs can be identified by either the VID or the VLAN name.
Port	Allows an individual port to be specified as member of a VLAN.
Tag	Allows an individual port to be specified as either Tagging or Untagging. No Check in the Tag field, untagging, specifies the port as an Untagging member of the VLAN. When an untagged packet is transmitted by the port, the packet header remains unchanged. When a tagged packet exits the port, the tag is stripped and the packet is changed to an untagged packet. A Check in the Tag field, tagging, specifies the port as a Tagging member of the VLAN. When an untagged packet is transmitted by the port, the packet header is changed to include the 32-bit tag associated with the PVID (Port VLAN Identifier – see below). When a tagged packet exits the port, the packet header is unchanged.
Egress	Egress Member - specifies the port as being a static member of the VLAN. Egress Member Ports are ports that will be transmitting traffic for the VLAN. These ports can be either tagged or untagged.
Forbidden	Forbidden Non-Member - specifies the port as not being a member of the VLAN and that the port is forbidden from becoming a member of the VLAN dynamically.

Choose which ports will be members of the new VLAN and enter their membership status in the **Port** field. Next, determine which of the ports that are members of the new VLAN will be Tagged or Untagged ports.

To set a port as either a Tagged or an Untagged port:

Check the **Tag** click-box for each port that will be a tagging port. Each port's state can be set by clicking the port's click-box.

If the port is attached to a device that is not IEEE 802.1Q VLAN compliant (VLAN-tag unaware), then the port should be set to Untagged (no marker in the port's **Tag** click-box).

If the port is attached to a device that is IEEE 802.1Q VLAN compliant, (VLAN-tag aware), then the port should be set to Tagged (has a marker in the port's **Tag** click-box).

Click **Apply** to make the additions/deletions effective for the current session. To enter the IP Interfaces into non-volatile RAM, use the **Save Changes** window on the **Maintenance** menu.

To configure the member ports of an 802.1Q VLAN:

Go to the **Configuration** menu, select **VLANs**, choose **802.1Q Port Settings**, and then click **Port VLAN (PVID)**:

Port	PVID	Port	PVID
1	1	14	1
2	1	15	1
3	1	16	1
4	1	17	1
5	1	18	1
6	1	19	1
7	1	20	1
8	1	21	1
9	1	22	1
10	1	23	1
11	1	24	1
12	1	S1P1	1
13	1	S1P2	1

Figure 7-21. Port VLAN ID (PVID) window

The following field can be set:

Parameter	Description
PVID	A Port VLAN Identifier is a classification mechanism that associates a port with a specific VLAN and is used to make forwarding decisions for untagged packets received by the port. For example, if port #2 is assigned a PVID of 3, then all untagged packets received on port #2 will be assigned to VLAN 3. This number is generally the same as the VID# number assigned to the port in the Edit 802.1Q VLANs menu above.

Each port can be configured to use an ingress filter.

To configure the member ports of an 802.1Q VLAN to use and ingress filter:

Go to the **Configuration** menu, select **VLANs**, choose **802.1Q Port Settings**, and then click **Port Ingress Filter**:



Figure 7-22. Port Ingress Filter window

The following field can be set:

Parameter	Description
Ingress Filter <Disable>	This field can be toggled using the space bar between <i>Enabled</i> and <i>Disabled</i> . <i>Enabled</i> enables the port to compare the VID tag of an incoming packet with the PVID number assigned to the port. If the two are different, the port filters (drops) the packet. <i>Disabled</i> disables Ingress filtering.

Each port can be configured to use the Group VLAN Registration Protocol (GVRP).

To configure the member ports of an 802.1Q VLAN to use GVRP:

Go to the **Configuration** menu, select **VLANs**, choose **802.1Q Port Settings**, and then click **Port GVRP Settings**:

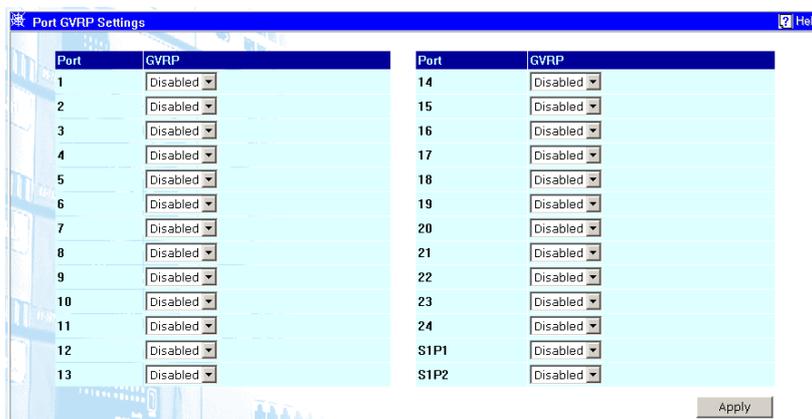


Figure 7-23. Port GVRP Settings window

The following field can be set:

Parameter	Description
GVRP <Disabled>	The Group VLAN Registration Protocol (GVRP) enables the port to dynamically become a member of a VLAN.

Each port can be configured to use the Group Multicast Registration Protocol (GMRP).

To configure the member ports of an 802.1Q VLAN to use GMRP:

Go to the **Configuration** menu, select **VLANs**, choose **802.1Q Port Settings**, and then click **Port GMRP Settings**:

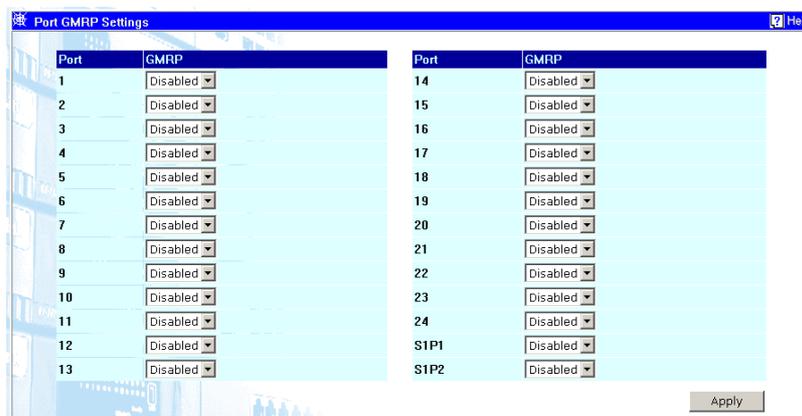


Figure 7-24. Port GMRP Settings window

The following field can be set:

Parameter	Description
GMRP <Disabled>	Group Multicast Registration Protocol (GMRP) enables the port to dynamically become a member of a multicast group.

Setting Up IP Interfaces



A VLAN that does not have a corresponding IP interface defined for it, will function as a Layer 2 Only VLAN – regardless of the Switch Operation mode.

Each VLAN must be configured prior to setting up the VLAN's corresponding IP interface.

An example is presented below:

VLAN Name	VID	Switch Ports
System (default)	1	5, 6, 7, 8, 21, 22, 23, 24
Engineer	2	9, 10, 11, 12
Marketing	3	13, 14, 15, 16
Finance	4	17, 18, 19, 20
Sales	5	1, 2, 3, 4
Backbone	6	25, 26

Table 6-3. VLAN Example – Assigned Ports

In this case, 6 IP interfaces are required, so a CIDR notation of 10.32.0.0/11 (or a 11-bit) addressing scheme will work. This addressing scheme will give a subnet mask of 11111111.11100000.00000000.00000000 (binary) or 255.224.0.0 (decimal).

Using a 10.xxx.xxx.xxx IP address notation, the above example would give 6 network addresses and 6 interfaces.

Any IP address from the allowed range of IP addresses for each interface can be chosen as an IP address for an IP interface on the switch.

For this example, we have chosen the next IP address above the network address for the IP interface's IP Address:

VLAN Name	VID	Network Number	IP Address
System (default)	1	10.32.0.0	10.32.0.1
Engineer	2	10.64.0.0	10.64.0.1
Marketing	3	10.96.0.0	10.96.0.1
Finance	4	10.128.0.0	10.128.0.1
Sales	5	10.160.0.0	10.160.0.1
Backbone	6	10.192.0.0	10.192.0.1

Table 6-4. VLAN Example – Assigned IP Interfaces

The 6 IP interfaces, each with an IP address (listed in the table above), and a subnet mask of 255.224.0.0 can be entered into the **Setup IP Interface** window.

To setup IP Interfaces on the switch:

Go to the **Configuration** menu, select **Configure Layer 3 – IP Networking**, and then click **Setup IP Interfaces**:

The following fields can be set:

Parameter	Description
Subnet Name	This field allows the entry of a name for the IP interface. The default IP interface is named "System".
IP Address	This field allows the entry of an IP address to be assigned to this IP interface.
Subnet Mask	This field allows the entry of a subnet mask to be applied to this IP interface.
VID	This field allows the entry of the VLAN ID number for the VLAN the IP interface belongs to.
Active <Yes>	This field is toggled between <i>Yes</i> and <i>No</i> using the space bar. This entry determines whether the interface will be active or not.

Layer 3 IP Networking

To access the Layer 3 IP Networking menus, select **Configure Layer 3 - IP Networking** on the **Configuration** menu.



If an IP Interface is created while RIP is enabled, the TX Mode default will be V2 Only and the RX Mode default will be V1 and V2

Setup the Routing Information Protocol (RIP)

To access the **RIP State** window, select **RIP State (Configuration – Configure Layer 3 – IP Networking – RIP Settings – RIP State)**.



Figure 7-28. RIP State window

This window allows RIP to be globally enabled and disabled on the switch without changing its configuration.

To configure RIP on the switch, highlight **Setup RIP (Configuration → Configure Layer 3 – IP Networking → RIP Settings → Setup RIP)**.



Figure 7-29. Setup RIP window

To edit a RIP configuration, click the **Hand** icon.

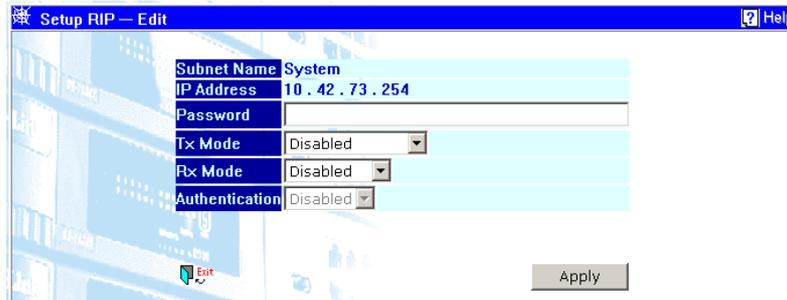


Figure 7-30. Setup RIP - Edit window

The following fields can be set:

Parameter	Description
Subnet Name	The name of the IP interface on which RIP is to be setup. This interface must be previously configured on the Switch.
TX Mode <Disabled>	Toggle among <i>Disabled</i> , <i>V1 Only</i> , <i>V1 Compatible</i> , and <i>V2 Only</i> . This entry specifies which version of the RIP protocol will be used to transmit RIP packets. <i>Disabled</i> prevents the transmission of RIP packets.
RX Mode <Disabled>	Toggle among <i>Disabled</i> , <i>V1 Only</i> , <i>V2 Only</i> , and <i>V1 and V2</i> . This entry specifies which version of the RIP protocol will be used to interpret received RIP packets. <i>Disabled</i> prevents the reception of RIP packets.
Password	A password to be used to authenticate communication between routers on the network.
Authentication	Toggle between <i>Disabled</i> and <i>Enabled</i> to specify that routers on the network should use the Password above to authenticate router table exchanges.

OSPF

MD5 Key Table Configuration

The **MD5 Key Table Configuration** menu allows the entry of a 16-character Message Digest – version 5 (MD5) key that can be used to authenticate every packet exchanged between OSPF routers. It is used as a security mechanism to limit the exchange of network topology information to the OSPF routing domain.

MD5 Keys created here can be used in the **OSPF Interface Configuration** menu below.

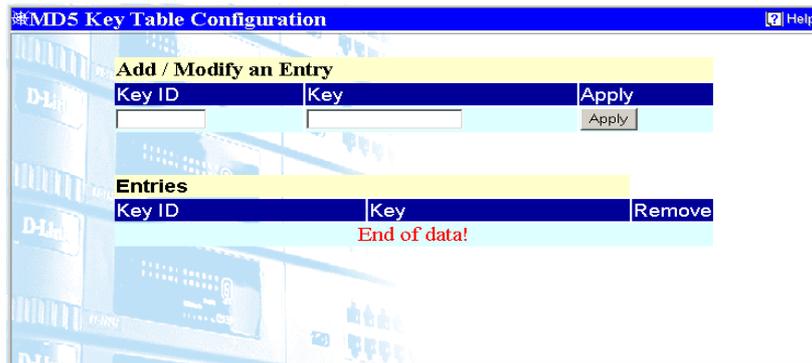


Figure 7-31. MD5 Key Table window

The following fields can be set:

Parameter	Description
Key ID	A number from 1 to 255 used to identify the MD5 Key.
Key	A alphanumeric string of between 1 and 16 case-sensitive characters used to generate the Message Digest which is in turn, used to authenticate OSPF packets within the OSPF routing domain.

Setup OSPF

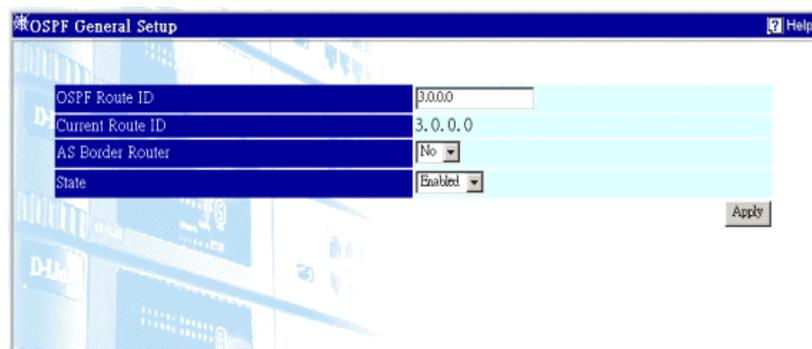


Figure 7-32. Setup OSPF window

The following parameters can be set or are displayed:

Parameter	Description
OSPF Route ID	A 32-bit number (in the form of an IP address – xxx.xxx.xxx.xxx) that uniquely identifies the switch in the OSPF domain. It is common to assign the highest IP address assigned to the switch (router). In this case, it would be 10.255.255.255, but any unique 32-bit number will do. If 0.0.0.0 is entered, the highest IP address assigned to the switch will become the OSPF Route ID.
Current Route ID	Displays the OSPF Route ID currently in use by the switch. This Route ID is displayed as a convenience to the user when changing the switch's OSPF Route ID.
AS Border Router	Autonomous System Border Router – displays whether or not the switch is configured as an AS Border Router.
State	Allows OSPF to be enabled or disabled globally on the switch without changing the OSPF configuration.

OSPF Area Setting

This menu allows the configuration of OSPF Area IDs and to designate these areas as either *Normal* or *Stub*. Normal OSPF areas allow Link-State Database (LSDB) advertisements of routes to networks that are external to the area. Stub areas do not allow the LSDB advertisement of external routes. Stub areas use a default summary external route (0.0.0.0 or Area 0) to reach external destination.

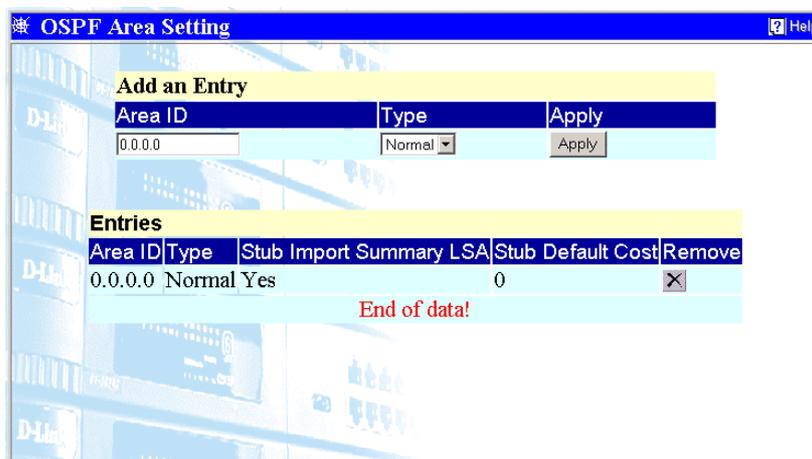


Figure 7-33. OSPF Area Setting window

The following fields can be set or are displayed:

Parameter	Description
Area ID	A 32-bit number in the form of an IP address (xxx.xxx.xxx.xxx) that uniquely identifies the OSPF area in the OSPF domain.
Type	This field can be toggled between <i>Normal</i> and <i>Stub</i> using the space bar. When it is toggled to <i>Stub</i> , additional fields appear – Stub Import Summary LSA and Stub Default Cost .
Stub Import Sum.	Displays whether or not the selected Area will allow Summary Link-State Advertisements (Summary LSAs) to be imported into the area from other areas.
Stub Default Cost	Displays the default cost for the route to the stub of between 0 and 65,535. The default is none (0).
Remove	Allows for the removal of the selected OSPF Area from the list.

OSPF Interface Configuration

The screenshot shows the 'OSPF Interface Configuration' window. It features a 'Modify an Entry' form with the following fields:

Interface Name	Area ID	Router Priority	Hello Interval	Dead Interval
System	0.0.0.0	1	10	40

Below the form is an 'Entries' table:

Name	Interface	IP Address	Area ID	Priority	Hello Time	Dead Time	Auth. Type	State	Metric
System	10.42.73.221		0.0.0.0	1	10	40	None	Disabled	1

The window also includes a 'Help' button and an 'Apply' button next to the 'Metric' field in the 'Modify an Entry' form.

Figure 7-34. OSPF Interface Configuration window

The following fields can be set:

Parameter	Description
Interface Name	Allows the entry of the name of an IP interface previously configured on the switch.
Area ID	Allows the entry of an OSPF Area ID configured above.
Router Priority	Allows the entry of a number between 1 and 255 representing the OSPF priority of the selected area. If a Router Priority of 0 is selected, the switch cannot be elected as the Designated Router for the network.
Hello Interval	Allows the specification of the interval between the transmission of OSPF Hello packets, in seconds. Between 5 and 65535 seconds can be specified. The Hello Interval, Dead Interval, Authorization Type, and Authorization Key should be the same for all routers on the same network.
Dead Interval	Allows the specification of the length of time between the receipt of Hello packets from a neighbor router before the selected area declares that router down. An interval between 5 and 65535 seconds can be specified. The Dead Interval must be evenly divisible by the Hello Interval.
State	Allows the OSPF interface to be disabled for the selected area without changing the configuration for that area.
Auth Type	This field can be toggled between <i>None</i> , <i>Simple</i> , and <i>MD5</i> using the space bar. This allows a choice of authorization schemes for OSPF packets that may be exchanged over the OSPF routing domain. <i>None</i> specifies no authorization. <i>Simple</i> uses a simple password to determine if the packets are from an authorized OSPF router. When <i>Simple</i> is selected, the Auth Key field allows the entry of a 8 character password that must be the same as a password configured on a neighbor OSPF router. <i>MD5</i> uses a cryptographic key entered in the MD5 Key Table Configuration menu. When MD5 is selected, the Auth Key ID field allows the specification of the Key ID as defined in the MD5 configuration above. This must be the same MD5 Key as used by the neighboring router.
Metric	This field allows the entry of a number between 1 and 65,535 that is representative of the OSPF cost of reaching the selected OSPF interface. The default metric is 1.

Virtual Interface Configuration

Virtual Interfaces are used by OSPF to link areas that do not have a physical connection to the backbone (also called Area 0) or to link areas of the backbone itself that are discontinuous. This allows routing information to flow from an area that is physically disconnected from area 0 into area 0 by configuring an interface across one of the areas previously defined above.

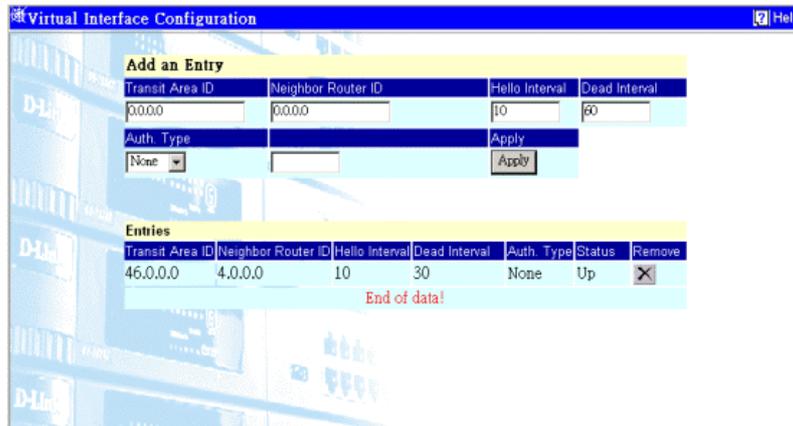


Figure 7-35. Virtual Interface Configuration window

The following fields can be set or are displayed:

Parameter	Description
Transit Area ID	Allows the entry of an OSPF Area ID – previously defined on the switch – that allows a remote area to communicate with the backbone (area 0). A Transit Area cannot be a Stub Area or a Backbone Area.
Neighbor Router	The OSPF router ID for the remote router. This is a 32-bit number in the form of an IP address (xxx.xxx.xxx.xxx) that uniquely identifies the remote area's Area Border Router.
Status	Displays the current status (UP or DOWN) of the corresponding OSPF Virtual Interface.

Area Aggregation Configuration

Area Aggregation allows all of the routing information that may be contained within an area to be aggregated into a summary LSDB advertisement of just the network address and subnet mask. This allows for a reduction in the volume of LSDB advertisement traffic as well as a reduction in the memory overhead in the switch used to maintain routing tables.

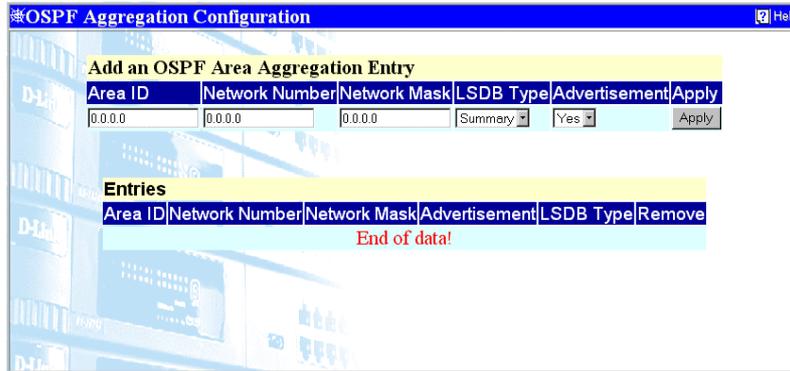


Figure 7-36. OSPF Area Aggregation Configuration window

The following fields can be set or are displayed:

Parameter	Description
Area ID	Allows the entry the OSPF Area ID for which the routing information will be aggregated. This Area ID must be previously defined on the switch.
Network Number	Sometimes called the Network Address. The 32-bit number in the form of an IP address that uniquely identifies the network that corresponds to the OSPF Area above.
Advertisement	This field can be toggled between <i>Yes</i> and <i>No</i> using the space bar. It determines whether or not the selected OSPF Area will advertise its summary LSDB (Network-Number and Network-Mask) or not.

Route Redistribution Settings

Route redistribution allows routers on the network – that are running different routing protocols – to exchange routing information. This is accomplished by comparing the routes stored in the various router's routing tables and assigning appropriate metrics. This information is then exchanged among the various routers according to the individual routers current routing protocol. The DES-3326 can redistribute routing information between the OSPF and RIP routing protocols to all routers on the network that are running OSPF or RIP. Routing information entered into the Static Routing Table on the local DES-3326 switch is also redistributed.

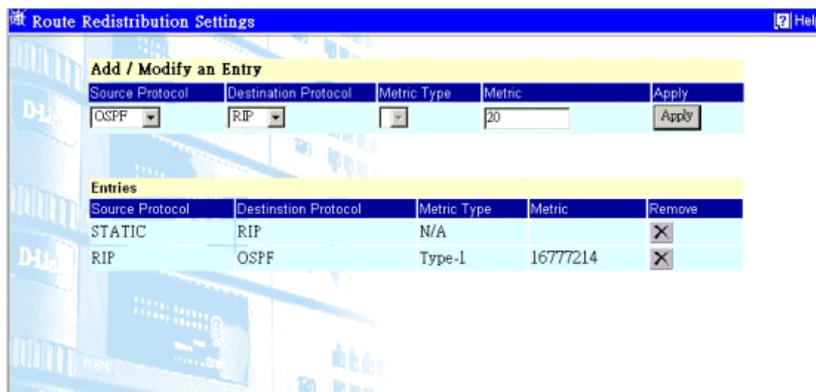


Figure 7-37. Route Redistribution Settings window

The following fields can be set or are displayed:

Parameter	Description
Source Protocol	Allows the selection of the protocol of the source device. Available choices are <i>RIP</i> , <i>OSPF</i> , or <i>Static</i> .
Dest. Protocol	Allows the selection of the protocol of the destination device. Available choices are <i>RIP</i> and <i>OSPF</i> .
Metric Type	Allows the selection of one of two methods for calculating the metric value. Type-1 calculates the metric (for RIP to OSPF) by adding the destination's interface cost to the metric entered in the Metric field. Type-2 uses the metric entered in the Metric field without change. This field applies only when the destination field is OSPF.
Metric	Allows the entry of an OSPF interface cost. This is analogous to a Hop Count in the RIP routing protocol.

Multicasting

Layer 2 Multicast Setup

The following menus are used to setup the switch's Layer 2 multicasting features.

IGMP Snooping Settings

To configure IGMP Snooping:

Open the **Configuration** menu, select **Multicasting**, and click **IGMP Snooping Settings**:

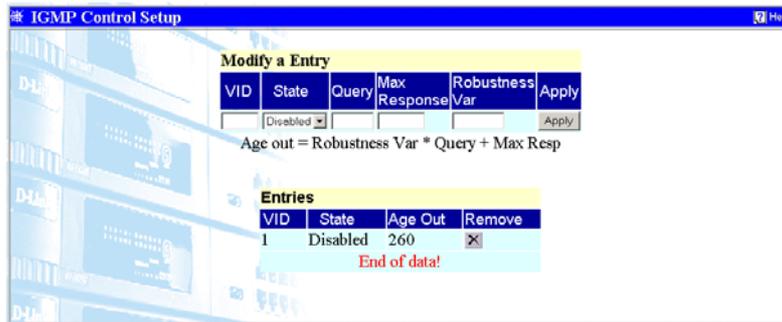


Figure 7-38. IGMP Control Setup window

To configure IGMP Snooping:

The following fields can be set:

Parameter	Description
VID	Allows the entry of the VLAN ID (VID) for which IGMP Snooping is to be configured.
State <Disabled>	This field can be switched using the pull-down menu between <i>Disabled</i> and <i>Enabled</i> . This is used to enable or disable IGMP Snooping for the specified VID.
Query	Allows the entry of a value between 1 and 65535 seconds, with a default of 125 seconds. This specifies the length of time between sending IGMP queries.
Max Response	Sets the maximum amount of time allowed before sending an IGMP response report. A value between 1 and 25 seconds can be entered, with a default of 10 seconds.
Robustness Var	A tuning variable to allow for sub-networks that are expected to lose a large number of packets. A value between 2 and 255 can be entered, with larger values being specified for sub-networks that are expected to lose larger numbers of packets.

IEEE 802.1Q Multicast Forwarding

To edit the *IEEE802.1 Multicast Forwarding settings*:

Click the **IEEE802.1Q Multicast Forwarding** link on the **Multicasting** menu:

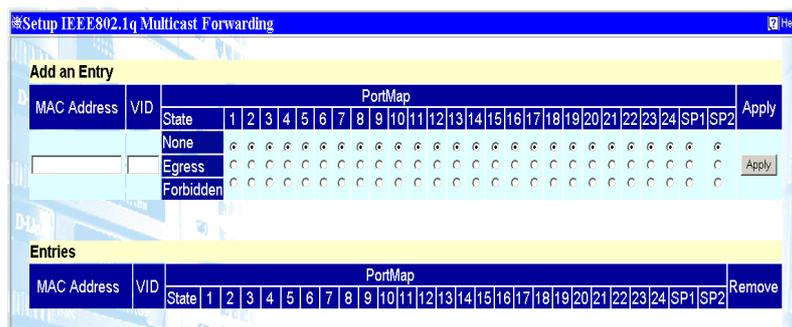


Figure 7-39. Setup IEEE 802.1Q Multicast Forwarding window

When the switch is in Layer 2 operating mode, IEEE 802.1Q multicast forwarding allows the static entry of multicast MAC addresses, which will be sources of multicast packets, and switch port numbers, to which these multicast packets will be forwarded. The ports that can be chosen as the destination for multicast packets from the above MAC multicast address, are limited to the ports belonging to the VLAN that corresponds to the VID entered in the **VID** field.

Each port of a given VLAN can be configured as an egress member, a forbidden non-member, or as a non-member of the multicast group that will receive multicast packets from the multicast MAC address, by clicking the click-box below each port of the VLAN to the appropriate code.

The following fields can be set:

Parameter	Description
MAC Address	Allows the entry of the MAC address of a static multicast group member.
VID	Allows the specification of the VLAN ID (VID) of the VLAN the static multicast group member belongs to.
Egress	Egress Member - specifies the port as being a static member of the multicast group. Egress Member Ports are ports that will be transmitting traffic for the multicast group.
Forbidden	Forbidden Non-Member - specifies the port as not being a member of the multicast group and that the port is forbidden from becoming a member of the multicast group dynamically.

Static Router Port Settings

A static router port is a port that has a multicast router attached to it. Generally, this router would have a connection to a WAN or to the Internet. Establishing a router port will allow multicast packets

coming from the router to be propagated through the network, as well as allowing multicast messages (IGMP) coming from the network to be propagated to the router.

A router port has the following behavior:

- All IGMP Report packets will be forwarded to the router port.
- IGMP queries (from the router port) will be flooded to all ports.
- All UDP multicast packets will be forwarded to the router port. Because routers do not send IGMP reports or implement IGMP snooping, a multicast router connected to the router port of the Layer 3 switch would not be able to receive UDP data streams unless the UDP multicast packets were all forwarded to the router port.
- A router port will be dynamically configured when IGMP query packets, RIPv2 multicast, DVMRP multicast, PIM-DM multicast packets are detected flowing into a port.

To setup a static router port:

Click the **Static Router Port Settings** link on the **Multicasting** menu:

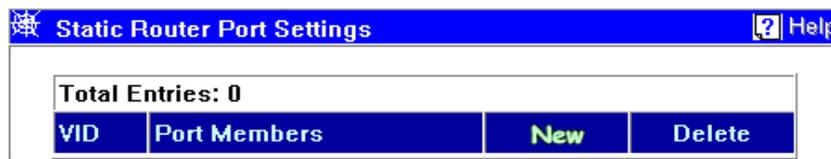


Figure 7-40. Static Router Port Settings window

To delete an existing static router port configuration, click the **Delete** icon.

To add a static router port configuration, click the **New** icon:



Figure 7-41. Static Router Port Settings – Add window

The following fields can be set:

Parameter	Description
VID	Allows the specification of the VLAN ID (VID) of the VLAN the static router port belongs to.
Port	Each port can be set individually as a router port by clicking the port's click-box entry.

Layer 3 Multicasting

When the switch is in IP Routing mode, several functions supporting IP multicasting are added to the Multicasting menu.

Multicast Interface Configuration

To setup IP multicasting on the switch:

Open the **Multicasting** menu (under **Configuration**), select **IP Multicasting**, and click **Multicast Interface Configuration**:

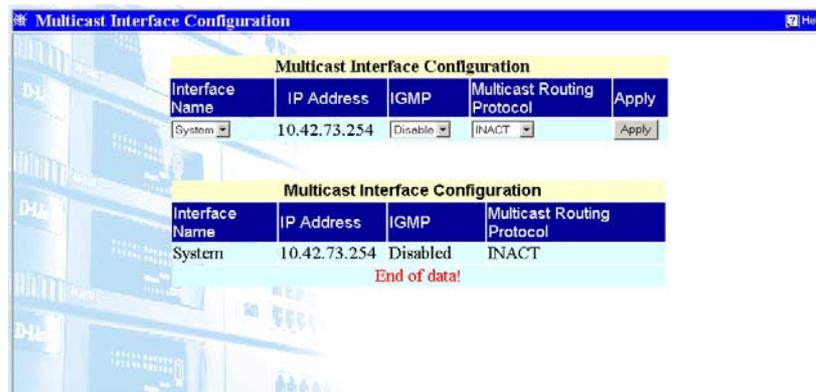


Figure 7-42. Multicast Interface Configuration window

This menu allows the assignment of a multicast routing protocol to an IP interface. The IP interface must have been previously configured on the switch.

In addition, IGMP may be enabled or disabled for the selected IP interface.

The available multicast protocols are the **Protocol Independent Multicast – Dense Mode (PIM-DM)**, and the **Distance-Vector Multicast Routing Protocol (DVMRP)**.

INACT is not a multicast routing protocol. It is used to make a given interface inactive for IP Multicast routing and can still route IP traffic.

The following fields can be set:

Parameter	Description
Interface Name	Allows the entry of the name of the IP interface that is to be configured for multicasting. This must be a previously configured IP interface.
IGMP <Enabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the pull-down menu. This will enable or disable IGMP for the IP interface entered above.
Multicast Routing Protocol <INACT>	This field can be toggled between Protocol Independent Multicasting – Dense Mode (PIMDM) , Distance Vector Multicasting Routing Protocol (DVMRP) , and <i>INACT</i> (inactive). <i>INACT</i> is not a multicast routing protocol. It is used to make a given interface inactive for IP Multicast routing yet can still route IP traffic.

IGMP Settings

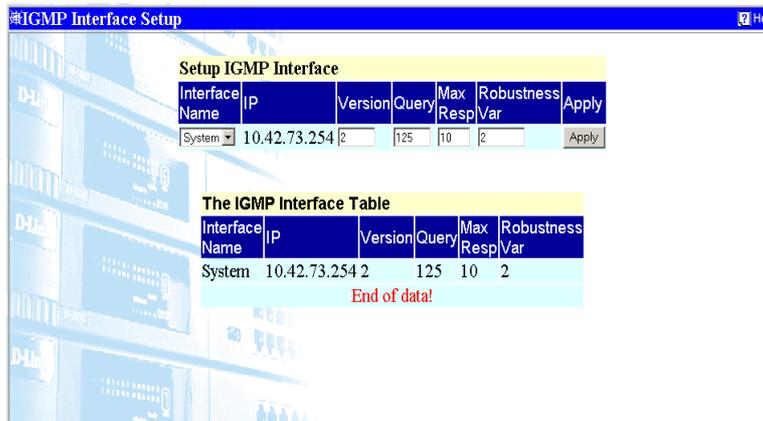


Figure 7-43. IGMP Interface Setup window

This menu allows the configuration of IGMP for each IP interface configured on the switch. IGMP can be configured as Version 1 or 2 by toggling the **Version** field using the pull-down menu. The length of time between queries can be varied by entering a value between 1 and 65,535 seconds in the **Query** field. The maximum length of time between the receipt of a query and the sending of an IGMP response report can be varied by entering a value in the **Max Resp** field.

The **Robustness Var** field allows IGMP to be ‘tuned’ for sub-networks that are expected to lose a lot of packets. A high value (max. 255) for the robustness variable will help compensate for ‘lossy’ sub-networks. A low value (min. 2) should be used for less ‘lossy’ sub-networks.

The following fields can be set:

Parameter		Description
Interface <System>	Name	Allows the entry of the name of the IP interface that is to be configured for IGMP. This must be a previously configured IP interface.
Version <2>		Enter the IGMP version (1 or 2) that will be used to interpret IGMP queries on the interface.
Query <125>		Allows the entry of a value between 1 and 65535 seconds, with a default of 125 seconds. This specifies the length of time between sending IGMP queries.
Max Resp <10>		Sets the maximum amount of time allowed before sending an IGMP response report. A value between 1 and 25 seconds can be entered, with a default of 10 seconds.
Robustness <2>	Var	A tuning variable to allow for an interface that is expected to lose a large number of packets. A value between 2 and 255 can be entered, with larger values being specified for interface that are expected to lose larger numbers of packets.
IP		Displays the IP address corresponding to the IP interface name entered above.

DVMRP Settings

To configure DVMRP for an IP interface:

Click the **DVMRP Settings** link on the **IP Multicasting** menu:

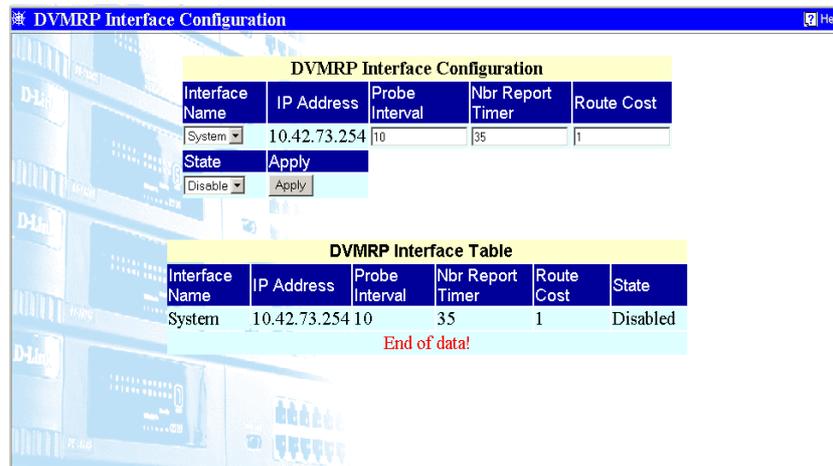


Figure 7-44. DVMRP Interface Configuration window

This menu allows the Distance-Vector Multicast Routing Protocol to be configured for each IP interface defined on the switch.

The Distance Vector Multicast Routing Protocol (DVMRP) is a hop-based method of building multicast delivery trees from multicast sources to all nodes of a network. Because the delivery trees are ‘pruned’ and ‘shortest path’, DVMRP is relatively efficient. Because multicast group membership information is forwarded by a distance-vector algorithm, propagation is slow. DVMRP is optimized for high delay (high latency) relatively low bandwidth networks, and can be considered as a ‘best-effort’ multicasting protocol.

DVMRP resembles the Routing Information Protocol (RIP), but is extended for multicast delivery. It relies upon RIP hop counts to calculate ‘shortest paths’ back to the source of a multicast message, but defines a ‘route cost’ to calculate which branches of a multicast delivery tree should be ‘pruned’ – once the delivery tree is established.

When a sender initiates a multicast, DVMRP initially assumes that all users on the network will want to receive the multicast message. When an adjacent router receives the message, it checks its unicast routing table to determine the interface that gives the shortest path (lowest cost) back to the source. If the multicast was received over the shortest path, then the adjacent router enters the information into its tables and forwards the message. If the message is not received on the shortest path back to the source, the message is dropped.

Route cost is a relative number that is used by DVMRP to calculate which branches of a multicast delivery tree should be ‘pruned’. The ‘cost’ is relative to other costs assigned to other DVMRP routes throughout the network.

The higher the route cost, the lower the probability that the current route will be chosen to be an active branch of the multicast delivery tree (not ‘pruned’) – if there is an alternative route.

The following fields can be set:

Parameter	Description
Interface Name <System>	Allows the entry of the name of the IP interface for which DVMRP is to be configured. This must be a previously defined IP interface.
IP Address	Displays the IP address corresponding to the IP Interface name entered above.
Probe Interval <10>	This field allows an entry between 0 and 65,535 seconds and defines the interval between 'probes'. The default is 10.
Nbr Report Timer <35>	This field allows an entry between 1 and 65,535 seconds and defines the time period for DVMRP will hold Neighbor Router reports before issuing poison route messages. The default is 35 seconds.
Route Cost <1>	This field allows an entry between 1 and 255 and defines the route cost for the IP interface. The DVMRP route cost is a relative number that represents the real cost of using this route in the construction of a multicast delivery tree. It is similar to, but not defined as, the hop count in RIP. The default cost is 1.
State <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> and enables or disables DVMRP for the IP interface. The default is <i>Disabled</i> .

PIM-DM Settings

To configure PIMDM for an IP interface:

Click the **PIMDM Interface Configuration** link:

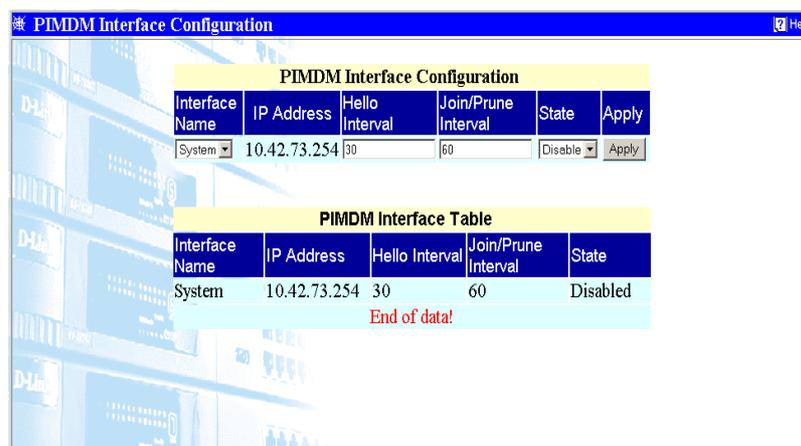


Figure 7-45. PIM-DM Interface Configuration window

The Protocol Independent Multicast – Dense Mode (PIM-DM) protocol should be used in networks with a low delay (low latency) and high bandwidth as PIM-DM is optimized to guarantee delivery of multicast packets, not to reduce overhead.

The PIM-DM multicast routing protocol assumes that all downstream routers want to receive multicast messages and relies upon explicit prune messages from downstream routers to remove branches from the multicast delivery tree that do not contain multicast group members.

PIM-DM has no explicit 'join' messages. It relies upon periodic flooding of multicast messages to all interfaces and then either waiting for a timer to expire (the **Join/Prune Interval**) or for the downstream routers to transmit explicit 'prune' messages indicating that there are no multicast members on their respective branches. PIM-DM then removes these branches ('prunes' them) from the multicast delivery tree.

Because a member of a pruned branch of a multicast delivery tree may want to join a multicast delivery group (at some point in the future), the protocol periodically removes the 'prune' information from its database and floods multicast messages to all interfaces on that branch. The interval for removing 'prune' information is the **Join/Prune Interval**.

The following fields can be set:

Parameter	Description
Interface Name	Allows the entry of the name of the IP interface for which PIM-DM is to be configured. This must be a previously defined IP interface.
IP Address	Displays the IP address for the IP interface named above.
Hello Interval <30 >	This field allows an entry of between 1 and 18724 seconds and determines the interval between sending Hello packets to other routers on the network. The default is 30 seconds.
Join/Prune Interval <60 >	This field allows an entry of between 0 and 18724 seconds. The default is 60 seconds.
State <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the pull-down menu, and is used to enable or disable PIM-DM for the IP interface. The default is <i>Disabled</i> .

Port Mirroring

To configure a port for port mirroring:

Click the **Mirroring** link and then the **Target Port Selection** link:

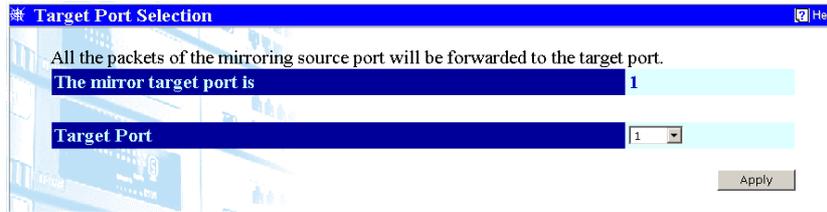


Figure 7-46. Target Port Selection window

The target port is the port where information will be duplicated and sent for capture and network analysis. This is the port where a network analyzer would be attached to capture packets duplicated from the source port.

To select the source port(s) for mirroring, click the **Port Mirroring Settings** link on the **Mirroring** menu (under **Configuration**):



Figure 7-47. Setup Mirror Port Config window

Up to 25 entries can be made to the port mirroring table, but it should be noted that a faster port (a 1000 Mbps Gigabit Ethernet port, for example) should not be mirrored to a slower port (one of the 24 100 Mbps Fast Ethernet port), because many packets will be dropped.

The following fields can be set:

Parameter	Description
Source Port	Allows the entry of the port number of the port to be mirrored. This port is the source of the packets to be duplicated and forwarded to the Target port.
Direction <Ingress>	This field can be toggled between <i>Either</i> , <i>Ingress</i> and <i>Egress</i> . <i>Ingress</i> mirrors only received packets, while <i>Egress</i> mirrors only transmitted packets.

Priority

To configure a forwarding priority for a given MAC address:

Click the **Priority** link on the **Configuration** menu:

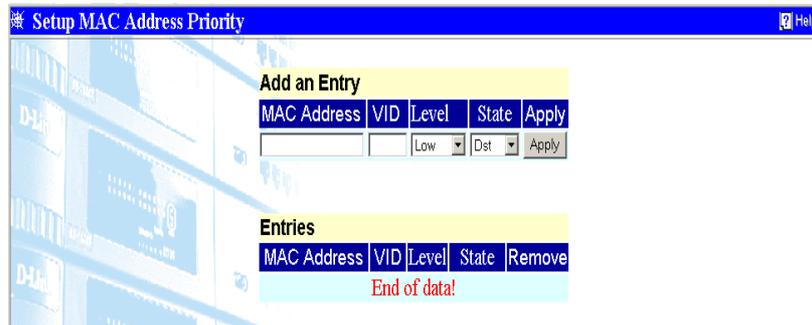


Figure 7-48. Setup MAC Address Priority window

The following fields can be set:

Parameter	Description
MAC Address	Allows the entry of the MAC address of the station for which priority queuing is to be specified.
VID	Allows the entry of the VLAN ID (VID) of the VLAN to which the MAC address below is a member of.
Level <Low>	This field can be toggled using the pull-down menu between <i>Low</i> , <i>Med-L</i> (Medium Low), <i>Med-H</i> (Medium High), and <i>High</i> , corresponding to the priority of packets sent to or transmitted from the MAC address entered above.
State <Src>	This field can be toggled using the pull-down menu between <i>Src</i> (Source), <i>Dst</i> (Destination), and <i>Either</i> , corresponding to whether the MAC address entered above will be transmitting packets (a source), receiving packets (a destination) or both (either).

Filtering

Layer 2 Filtering

To enter a MAC address into the filtering table:

Select **Filtering** on the **Configuration** menu, choose **MAC Filtering**, and then click **MAC Address Filtering**:

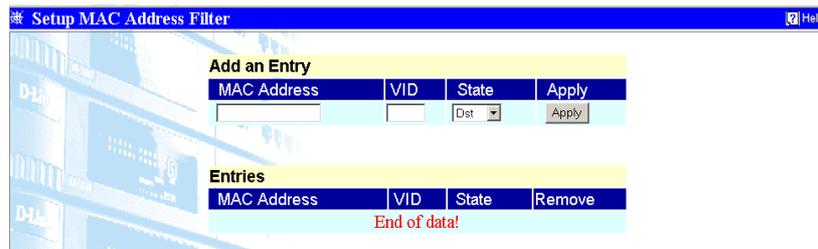


Figure 7-49. Setup MAC Address Filter window

When the switch is in Layer 2 Only operating mode, MAC addresses can be entered into the static filtering table. The switch can be configured to filter packets from this MAC address (a source), or to it (a destination). The switch can also be configured to filter all packets to or from this MAC address (either a source or a destination).

The following fields can be set:

Parameter	Description
MAC Address	Allows the entry of a MAC address to be filtered from the switch. This address must be a unicast MAC address.
VID	Allows the entry of the VLAN ID (VID) of the VLAN to which the MAC address below is a member of.
State <Scr>	This field can be toggled using the pull-down menu between <i>Src</i> (Source), <i>Dst</i> (Destination), and <i>Either</i> , corresponding to whether the MAC address entered above will be transmitting packets (a source), receiving packets (a destination) or both (either).

Layer 3 (IP Routing) Filtering

With the switch configured to Layer 3 Operation mode, both MAC and IP addresses can be entered into the filtering table, using their respective entry menus. To enter an address, open **Configuration**, select **Filtering**, choose **MAC Filtering**, and then click **MAC Address Filtering**:



Figure 7-50. Filter Address Setup window

The following fields can be set:

Parameter	Description
Address <0.0.0.0>	Allows the entry of an IP address to be filtered from the switch.
State <DstAddr>	This field can be toggled between <i>SrcAddr</i> (source), <i>DstAddr</i> (destination), and <i>DstSrcAddr</i> . The IP address entered into the filtering table can be filtered as a source (packets will not be received from the IP address), as a destination (packets will not be transmitted to the IP address), or as either a source or destination (packets will not be received from or transmitted to the IP address).

Forwarding

Layer 2 Forwarding

To enter a MAC address into the switch's forwarding table:

Select **Forwarding** on the **Configuration** menu, choose **MAC Forwarding**, and click **MAC Address Forwarding**:

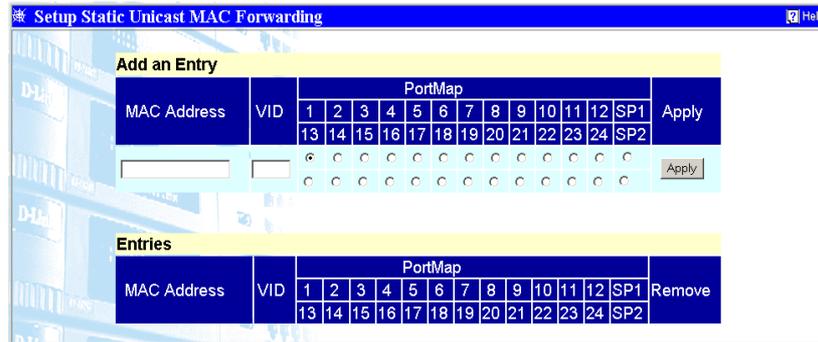


Figure 7-51. Setup Static Unicast MAC Forwarding window

The following fields can be set:

Parameter	Description
MAC Address	Allows the entry of the MAC address of an end station that will be entered into the switch's static forwarding table.
VID	Allows the entry of the VLAN ID (VID) of the VLAN the MAC address below is a member of.
Port	Allows the entry of the port number on which the MAC address entered above resides.

IP Forwarding

With the switch in Layer 3 Operation mode, entries into the switch's forwarding table can be made using both MAC addresses and IP addresses. Static IP forwarding is accomplished by the entry of an IP address into the Static IP Routing table.

Static Address Resolution Protocol (ARP) entrees can also be made from the **Forwarding** menu.

Click the **Static/Default Routes** link on the **IP Forwarding** menu (under **Configuration** → **Forwarding**):

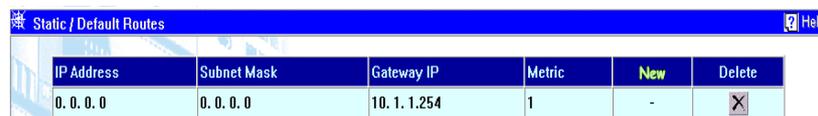


Figure 7-52. Static/Default Routes window

To delete an existing static/default route, click the **X** icon under the Delete column corresponding to the entry you want to delete.

To add a new static/default route, click the **New** icon:



Figure 7-53. Static/Default Routes – Add window

The following fields can be set:

Parameter	Description
IP Address <0.0.0.0>	Allows the entry of an IP address that will be a static entry into the switch's Routing Table.
Subnet Mask <0.0.0.0>	Allows the entry of a subnet mask corresponding to the IP address above.
Gateway IP <0.0.0.0>	Allows the entry of an IP address of a gateway for the IP address above.
Metric <1 >	Allows the entry of a routing protocol metric representing the number of routers between the switch and the IP address above.

Static ARP

To make a static ARP entry:

Click the **Static ARP** link on the **IP Forwarding** menu (under **Configuration – Forwarding**):



Figure 7-54. Static ARP window

To delete an existing static ARP entry, click the **Delete** icon corresponding to the entry you want to delete.

To add a new static ARP entry, click the **New** icon:

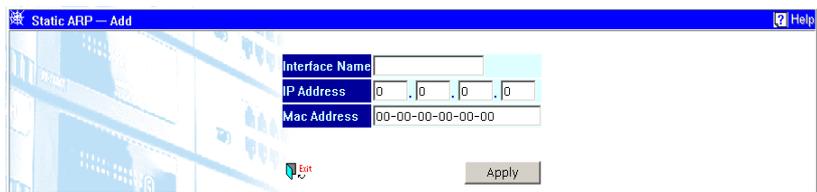


Figure 7-55. Static ARP – Add window

The following fields can be set:

Parameter	Description
Interface Name	The name of the IP interface the ARP entry resides on.
IP Address	The IP address of the ARP entry.
MAC Address	The MAC address of the ARP entry.

Spanning Tree

STP Switch Settings

To globally configure STP on the switch, select **Spanning Tree Protocol** on the **Configuration** menu and then click **STP Switch Settings**.

Spanning Tree Protocol	Enabled
Max Age: [6 .. 40 sec]	20
Hello Time: [1 .. 10 sec]	2
Forward Delay: [4 .. 30 sec]	15
Bridge Priority: [0 .. 65535]	32768

The above values must conform to: $2 * (\text{Hello Time} + 1) \leq \text{Max Age} \leq 2 * (\text{Forward Delay} - 1)$

Apply

Figure 7-56. STP Switch Settings window

The Spanning Tree Protocol (STP) operates on two levels: on the switch level, the settings are globally implemented. On the port level, the settings are implemented on a per user-defined Group basis.



The factory default setting should cover the majority of installations. It is advisable to keep the default settings as set at the factory unless it is absolutely necessary to change them.

The following fields can be set:

Parameter	Description
Spanning Tree Protocol <Enabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the pull-down menu. This will enable or disable the Spanning Tree Protocol (STP), globally, for the switch.
Max Age: (6 .. 40 sec) <20 >	The Max. Age can be set from 6 to 40 seconds. At the end of the Max. Age, if a BPDU has still not been received from the Root Bridge, your Switch will start sending its own BPDU to all other Switches for permission to become the Root Bridge. If it turns out that your Switch has the lowest Bridge Identifier, it will become the Root Bridge.
Hello Time: (1 .. 10 sec) < 2 >	The Hello Time can be set from 1 to 10 seconds. This is the interval between two transmissions of BPDU packets sent by the Root Bridge to tell all other Switches that it is indeed the Root Bridge.
Forward Delay: (4 .. 30 sec) <15 >	The Forward Delay can be from 4 to 30 seconds. This is the time any port on the Switch spends in the listening state while moving from the blocking state to the forwarding state.
Bridge Priority: (0 .. 65535) <32768>	A Priority for the switch can be set from 0 to 65535. This number is used in the voting process between switches on the network to determine which switch will be the root switch. A low number indicates a high priority, and a high probability that this switch will be elected as the root switch.



The Hello Time cannot be longer than the Max. Age. Otherwise, a configuration error will occur.

Observe the following formulas when setting the above parameters:

Max. Age \leq 2 x (Forward Delay - 1 second)

Max. Age \geq 2 x (Hello Time + 1 second)

Configure STP Groups

To define which ports will be members of an STP Group, highlight **Group Create/Delete** and press **Enter**.



Figure 7-57. Spanning Tree Groups window

To delete an existing spanning tree group, click the **X** icon in the Delete column corresponding to the entry you want to delete.

To add a new spanning tree group, click the **New** icon:

Figure 7-58. STP Group Settings – Add window

The new spanning tree group will be identified by the name entered in the **Group Name** field. The group member ports will be identified by the dots in the click-boxes below the port numbers.

To edit an existing spanning tree entry, click the **Hand** icon:

Figure 7-59. STP Group Settings – Edit window

To view the STP Port Settings table:

Click the **STP Port Settings** link on the **Spanning Tree Protocol** menu:

Port	Cost	Priority	Status	Group Name	Port	Cost	Priority	Status	Group Name
1	19	128	Listening	Default	14	19	128	Disabled	Default
2	19	128	Disabled	Default	15	19	128	Disabled	Default
3	19	128	Disabled	Default	16	19	128	Disabled	Default
4	19	128	Disabled	Default	17	19	128	Disabled	Default
5	19	128	Disabled	Default	18	19	128	Disabled	Default
6	19	128	Disabled	Default	19	19	128	Disabled	Default
7	19	128	Disabled	Default	20	19	128	Disabled	Default
8	19	128	Disabled	Default	21	19	128	Disabled	Default
9	19	128	Forwarding	Default	22	19	128	Disabled	Default
10	19	128	Disabled	Default	23	19	128	Disabled	Default
11	19	128	Disabled	Default	24	19	128	Disabled	Default
12	19	128	Disabled	Default	SP1	4	128	Disabled	Default
13	19	128	Disabled	Default	SP2	4	128	Disabled	Default

Figure 7-60. STP Port Settings window

In addition to setting Spanning Tree parameters for use on the switch level, the DES-3326 allows for the configuration of groups of ports, each port-group of which will have its own spanning tree, and will require some of its own configuration settings. An STP Group will use the switch-level parameters entered above, with the addition of Port Priority and Port Cost.

An STP Group spanning tree works in the same way as the switch-level spanning tree, but the root bridge concept is replaced with a root port concept. A root port is a port of the group that is elected on the basis of port priority and port cost, to be the connection to the network for the group. Redundant links will be blocked, just as redundant links are blocked on the switch level.

The STP on the switch level blocks redundant links between switches (and similar network devices). The port level STP will block redundant links within an STP Group.

It is advisable to define an STP Group to correspond to a VLAN group of ports.

The following fields can be set:

Parameter	Description
Cost	A Port Cost can be set from 1 to 65535. The lower the number, the greater the probability the port will be chosen to forward packets.
Priority	A Port Priority can be from 0 to 255. The lower the number, the greater the probability the port will be chosen as the Root Port.

Link Aggregation

To configure a link aggregation group:

Click the **Link Aggregation** link on the **Configuration** menu:

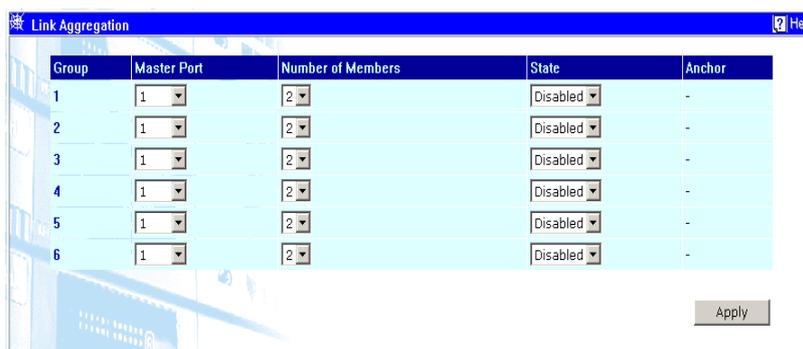


Figure 7-61. Link Aggregation window

Link aggregation allows several ports to be grouped together and to act as a single link. This gives a bandwidth that is a multiple of a single link's bandwidth.

Link aggregation is most commonly used to link a bandwidth intensive network device or devices – such as a server – to the backbone of a network.

The DES-3326 allows the creation of up to 6 link aggregation groups, each group consisting of up to 8 links (ports). The aggregated links must be contiguous (they must have sequential port numbers) except the two (optional) Gigabit ports – which can only belong to a single link aggregation group. A link

aggregation group may not cross an 8-port boundary, starting with port 1 (a group may not contain ports 8 and 9, for example) and all of the ports in the group must be members of the same VLAN. Further, the aggregated links must all be of the same speed and should be configured as full duplex.

The configuration of the lowest numbered port in the group becomes the configuration for all of the ports in the aggregation group. This port is called the Master Port of the group, and all configuration options – including the VLAN configuration – that can be applied to the Master Port are applied to the entire link aggregation group.

Load balancing is automatically applied to the ports in the aggregated group, and a link failure within the group causes the network traffic to be directed to the remaining links in the group.

The Spanning Tree Protocol will treat a link aggregation group as a single link, on the switch level. On the port level, the STP will use the port parameters of the Master Port in the calculation of port cost and in determining the state of the link aggregation group. If two redundant link aggregation groups are configured on the switch, STP will block one entire group – in the same way STP will block a single port that has a redundant link.

The following fields can be set:

Parameter	Description
Master Port <1>	The Master port of link aggregation group.
Number of Members <2>	Allows the entry of the number of contiguous ports that will make up the link aggregation group. These ports will be in sequential order from the Master Port.
State <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> . This is used to turn a link aggregation group on or off. This is useful for diagnostics, to quickly isolate a bandwidth intensive network device or to have an absolute backup link aggregation group that is not under automatic control.

Utilities

Layer 2 Switch Utilities

Trivial File Transfer Protocol (TFTP) services allow the switch firmware to be upgraded by transferring a new firmware file from a TFTP server to the switch. A configuration file can also be loaded into the switch from a TFTP server, switch settings can be saved to the TFTP server, and a history log can be uploaded from the switch to the TFTP server.

Update Firmware from Server

To update the switch's firmware:

Select **Upgrade Firmware from Server** on the **Maintenance** menu:

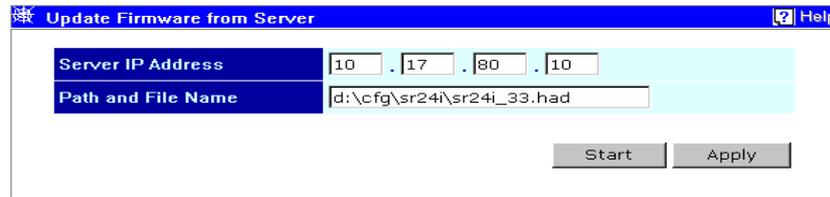


Figure 7-62. Upgrade Firmware from Server window

Enter the IP address of the TFTP server in the **Server IP Address** field.

The TFTP server must be on the same IP interface as the switch.

Enter the path and the filename to the firmware file on the TFTP server. Note that in the above example, the firmware file is in the root directory of the D drive of the TFTP server.

The TFTP server must be running TFTP server software to perform the file transfer. TFTP server software is a part of many network management software packages – such as NetSight, or can be obtained as a separate program.

Click **Apply** to record the IP address of the TFTP server. Use the **Save Changes** window to enter the address into NV-RAM.

Click **Start** to initiate the file transfer.

Use Configuration File on Server

To download a switch configuration file from a TFTP server:

Click the **Use Configuration File on Server** on the **Maintenance** menu:

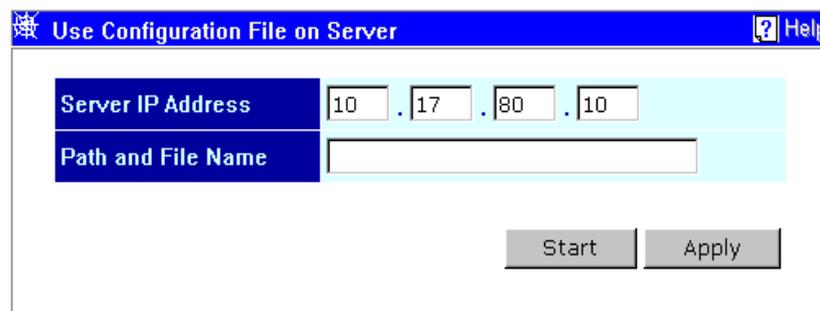


Figure 7-63. Use Configuration File on Server window

Enter the IP address of the TFTP server and specify the location of the switch configuration file on the TFTP server.

Click **Apply** to record the IP address of the TFTP server. Use **Save Changes** from the **Maintenance** menu to enter the address into NV-RAM

Click **Start** to initiate the file transfer.

Save Settings To Server

To upload a settings file to the TFTP server:

Click the **Save Settings To Server** on the **Maintenance** menu:

Figure 7-64. Save Settings To TFTP Server window

Enter the IP address of the TFTP server and the path and filename of the settings file on the TFTP server and click **Apply**. Highlight **Start** to initiate the file transfer.

Save History Log to Server

To save a History Log on a TFTP server:

Click the **Save History Log to Server** on the **Maintenance** menu:

Figure 7-65. Save Switch History To TFTP Server window

Enter the IP address of the TFTP server and the path and filename for the history log on the TFTP server. Click **Apply** to make the changes current. Click **Start** to initiate the file transfer.

Layer 3 Utilities

Layer 3 (IP Routing) switch operation mode adds BOOTP Relay and DNS Relay to the utilities available on the switch.

BOOTP/DHCP Relay

To enable and configure BOOTP or DHCP on the switch:

Click the **BOOTP/DHCP Relay** link on the **Configuration** menu:



Figure 7-66. BOOTP/DHCP Relay window

The following fields can be set:

Parameter	Description
BOOTP/DHCP Relay Status <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the pull-down menu. It is used to enable or disable the BOOTP/DHCP Relay service on the switch. The default is <i>Disabled</i> .
BOOTP HOPS Count Limit [4]	This field allows an entry between 1 and 16 to define the maximum number of router hops BOOTP messages can be forwarded across. The default hop count is 4.
BOOTP/DHCP Relay Time Threshold [0]	Allows an entry between 0 and 65535 seconds, and defines the maximum time limit for routing a BOOTP/DHCP packet. If a value of 0 is entered, the switch will not process the value in the seconds field of the BOOTP or DHCP packet. If a non-zero value is entered, the switch will use that value, along with the hop count to determine whether to forward a given BOOTP or DHCP packet.

To configure the BOOTP/DHCP Relay interface:

Click the **BOOTP/DHCP Relay** link and then the **Static Setup** link:

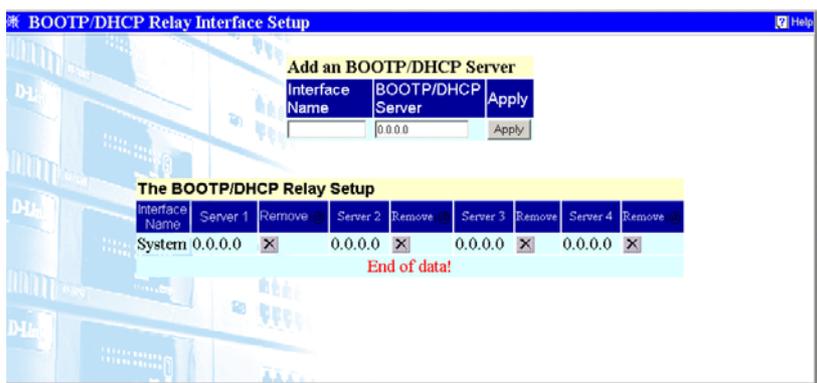


Figure 7-67. BOOTP/DHCP Relay Interface Setup window

The following fields can be set:

Parameter	Description
Interface Name	The interface name of the IP interface on which the BOOTP or DHCP

servers reside on.

BOOTP/DHCP Server <0.0.0.0> Allows the entry of IP addresses for up to four BOOTP or DHCP servers.

DNS Relay

To enter the IP addresses of DNS servers (for the DNS Relay service):

Select **DNS Relay** on the **Configuration** menu and then click **DNS Relay**:



Figure 7-68. DNS Relay Setups window

The following fields can be set:

Parameter	Description
DNS Relay State <Disabled>	This field can be toggled between <i>Disabled</i> and <i>Enabled</i> using the pull-down menu, and is used to enable or disable the DNS Relay service on the switch.
Primary Name Server <0.0.0.0>	Allows the entry of the IP address of a primary domain name server (DNS).
Secondary Name Server <0.0.0.0>	Allows the entry of the IP address of a secondary domain name server (DNS).
DNS Relay Cache Server Status <Disabled>	This can be toggled between <i>Disabled</i> and <i>Enabled</i> . This determines if a DNS cache will be enabled on the switch.
DNS Relay Static Table Lookup Status <Disabled>	This field can be toggled using the pull-down menu between <i>Disabled</i> and <i>Enabled</i> . This determines if the static DNS table will be used or not.

To make a static DNS table entry:

Click the **Static Setup** link on the **DNS Relay** menu:

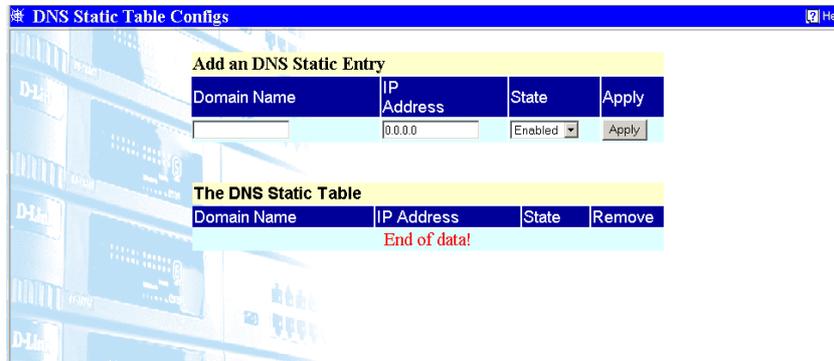


Figure 7-69. DNS Relay Setup window

The following fields can be set:

Parameter	Description
Domain Name	The domain name of the static DNS table entry.
IP Address <0.0.0.0>	The IP address of the domain name above.
Status <Enabled>	This field can be toggled using the space bar between <i>Enabled</i> and <i>Disabled</i> .

Network Monitoring

The DES-3326 provides extensive network monitoring capabilities that can be viewed from the under **Network Monitoring** menu.

Network monitoring on the switch is divided into Layer 2 and Layer 3 functions, depending upon which operating mode the switch is in. Layer 2 network monitoring functions are visible on the console when the switch is in **Layer 2 Only** operating mode. Layer 3 network monitoring functions are added to the console when the switch is in **IP Routing** operating mode.

Layer 2 Network Monitoring

Layer 2 network monitoring consists of the following screens or menus:

Statistics

- **Port Utilization**
- **Port Error**

- **Port Packet Analysis**

Address Table

- **Browse MAC Address Sequentially (view the MAC address forwarding table)**

Applications

- **GVRP (view the GVRP status table)**
- **GMRP (view the GMRP status table)**
- **Browse Router Port (view the router port status table)**
- **IGMP Snooping**
- **Switch History**

Port Utilization

The **Port Utilization** window shows the percentage of the total available bandwidth being used on the port.

To view the port utilization:

Click the **Port Utilization** link on the **Statistics** menu under **Network Monitoring**:

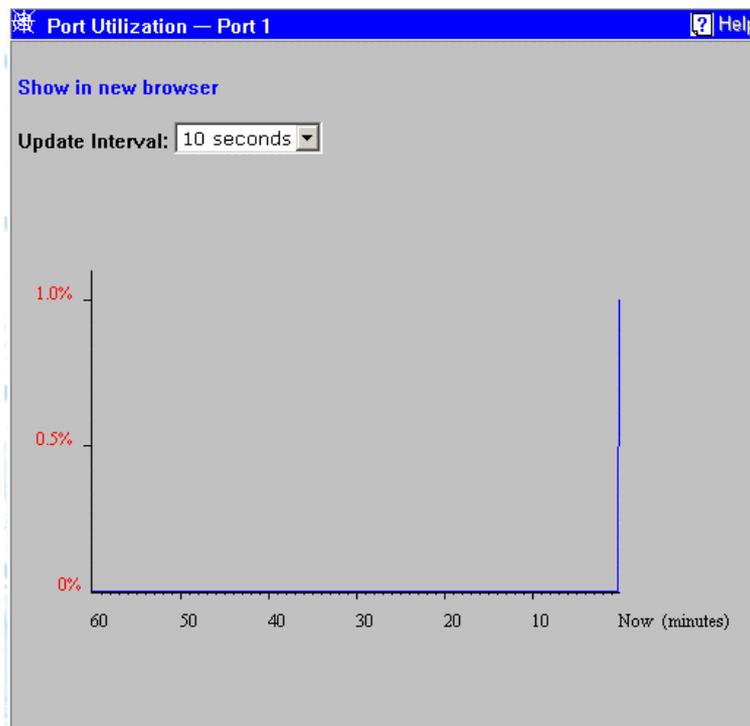


Figure 7-70. Port Utilization window

Select the desired port by clicking on the front panel display. The **Update Interval** field sets the interval at which the error statistics are updated.

The following field can be set:

Parameter	Description
Update Interval < <i>Suspend</i> >	The time between updates received from the switch, in seconds. <i>Suspend</i> stops the updates. The default is <i>Suspend</i> .

Port Error Statistics

The **Port Error Packet Statistics** window displays the packet errors that the switch can detect and displays the results on a per port basis.

To view the error statistics for a port:

Click the **Port Error Packets** link on the **Statistics** menu under **Network Monitoring**:

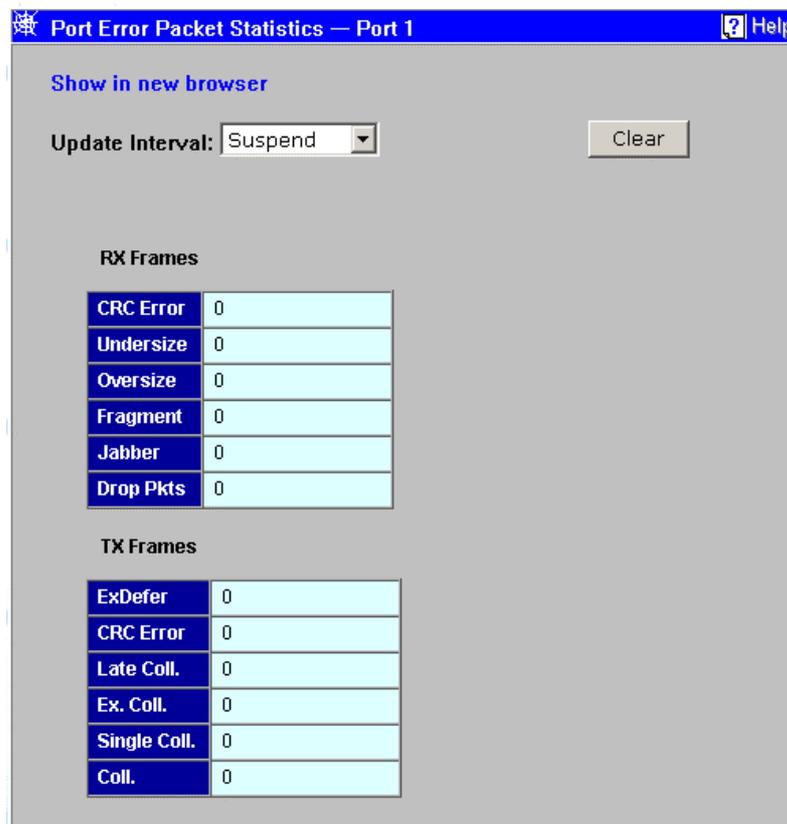


Figure 7-71. Port Error Packet Statistics window

Select the desired port by clicking on the front panel display. The **Update Interval** field sets the interval at which the error statistics are updated.

The following fields from above are described in more detail:

Parameter	Description
Update Interval < <i>Suspend</i> >	The interval (in seconds) that the table is updated. The default is <i>Suspend</i> .
RX Frames	Received packets.
CRC Error	For 10 Mbps ports, the counter records CRC errors (FCS or alignment errors). For 100 Mbps ports, the counter records the sum of CRC errors and code errors (frames received with rxerror signal).
Undersize	The total number of frames received that were less than 64 octets long (excluding framing bits, but including FCS octets) and were otherwise well formed.
Oversize	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets) and were otherwise well formed.
Fragments	The total number of frames received that were less than 64 octets in length (excluding framing bits, but including FCS octets) and had either an FCS or an alignment error.
Jabber	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets), and had either an FCS or an alignment error.
Drop Pkts	The total number of events in which packets were dropped due to a lack of resources.
TX Frames	Transmitted packets.
ExDefer	The number of frames for which the first transmission attempt on a particular interface was delayed because the medium was busy.
CRC Error	For 10 Mbps ports, the counter records CRC errors (FCS or alignment errors). For 100 Mbps ports, the counter records the sum of CRC errors and code errors (frames received with rxerror signal).
Late Coll.	Late Collisions. The number of times that a collision is detected later than 512 bit-times into the transmission of a packet.
Ex. Coll.	Excessive Collisions. The number of frames for which transmission failed due to excessive collisions.

transmission failed due to excessive collisions.

Single Coll.

Single Collision Frames. The number of successfully transmitted frames for which transmission is inhibited by more than one collision.

Coll.

An estimate of the total number of collisions on this network segment.

Port Packet Analysis

The **Port Packet Analysis** window displays the size of packets received or transmitted by a given switch port. In addition, statistics on the number and rate of unicast, multicast, and broadcast packets received by the switch are displayed.

To view an analysis of packets received or transmitted by a port:

Click the **Port Packet Analysis** link on the **Statistics** menu under **Network Monitoring**:

Port Packet Analysis — Port 1

Show in new browser

Update Interval:

Frame Size/Type	Frames	Frames/sec	Packet Type	Total	Total/sec
64	2376	1	Rx	Bytes 45951	64
65-127	11	0		Frames 642	1
128-255	1	0	Tx	Bytes 111936	0
256-511	0	0		Frames 1749	0
512-1023	0	0			
1024-1518	3	0			
	Frames	Frames/sec			
Unicast RX	0	0			
Multicast RX	604	1			
Broadcast RX	38	0			

Figure 7-72. Port Packet Analysis window

The following fields from above are described in more detail:

Parameter	Description
Update Interval < <i>Suspend</i> >	The interval (in seconds) that the table is updated. The default is 2 seconds.
Frames	The number of packets (or frames) received or transmitted by the switch with the size, in octets, given by the column on the right.
Frames/sec	The number of packets (or frames) transmitted or received, per second, by the switch.
Unicast RX	Displays the number of unicast packets received by the switch in total number (Frames) and the rate (Frames/sec).
Multicast RX	Displays the number of multicast packets received by the switch in total number (Frames) and the rate (Frames/sec).
Broadcast RX	Displays the number of broadcast packets received by the switch in total number (Frames) and the rate (Frames/sec).
RX Bytes	Displays the number of bytes (octets) received by the switch in total number (Total), and rate (Total/sec).
RX Frames	Displays the number of packets (frames) received by the switch in total number (Total), and rate (Total/sec).
TX Bytes	Displays the number of bytes (octets) transmitted by the switch in total number (Total), and rate (Total/sec).
TX Frames	Displays the number of packets (frames) transmitted by the switch in total number (Total), and rate (Total/sec).

Browse MAC Address Sequentially

This allows the switch's dynamic MAC address forwarding table to be viewed. When the switch learns an association between a MAC address and a port number, it makes an entry into its forwarding table. These entries are then used to forward packets through the switch.

To view the MAC address forwarding table:

Click the **Browse MAC Address Sequentially** link on the **Address Table** menu under **Network Monitoring**:

VID	MAC Address	Port	Learned
1	00-33-26-00-08-00	CPU	self
1	00-50-ba-14-c8-1e	9	dynamic

Total Addresses in Table: 2

Search Table By VID
VID: Jump Find

Search Table By MAC Address
MAC Address: Jump Find

Search Table By Port
Port: Jump Find

Clear Table By Port Clear All Table

Figure 7-73. Browse Address Table – sequential window

GVRP

This allows the GVRP status for each of the switch's ports to be viewed by VLAN. The GVRP status screen displays the ports on the switch that are currently Egress or Untagged ports.

To view the GVRP status table:

Click the **GVRP** link on the **Applications** menu:

IEEE 802.1Q VLAN ID	Status	Creation time since switch power up
1	permanent	00:56:07

Current Egress Ports

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	SP1	SP2	
✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Current Untagged Ports

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	SP1	SP2	
✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Number of IEEE 802.1Q VLAN: 1

Figure 7-74. GVRP Status window

GMRP

The Group Multicast Registration Protocol (GMRP) Status displays the status of ports that have GMRP enabled on the switch.

To view the GMRP Status table:

Click the **GMRP** link on the **Applications** menu:

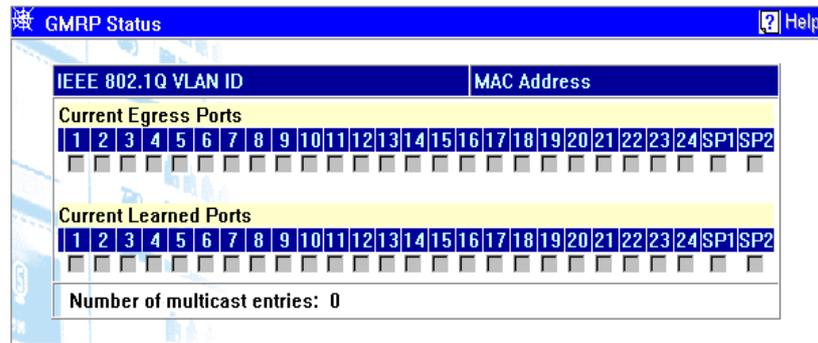


Figure 7-75. GMRP Status window

Browse Router Port

This displays which of the switch's ports are currently configured as router ports. A router port configured by a user (using the console or Web-based management interfaces) is displayed as a static router port, designated by **S**. A router port that is dynamically configured by the switch is designated by **D**.

To view the Router Port table:

Click the **Browse Router Port** link on the **Applications** menu:

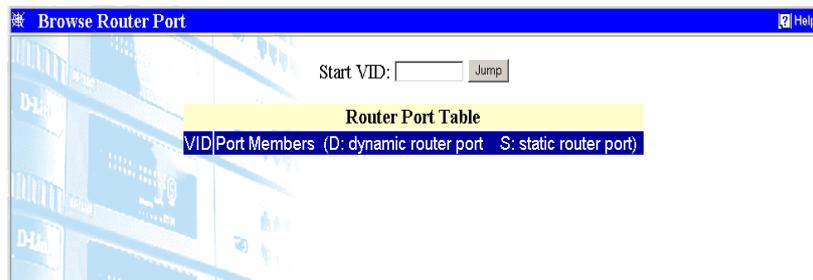


Figure 7-76. Browse Router Port window

S signifies a static router port, configured by the user.

D signifies a dynamically assigned router port, configured by the switch.

IGMP Snooping

This allows the switch's IGMP Snooping table to be viewed. IGMP Snooping allows the switch to read the Multicast Group IP address and the corresponding MAC address from IGMP packets that pass through the switch. The ports where the IGMP packets were snooped are displayed, signified with an **M**. The number of IGMP reports that were snooped is also displayed in the **Reports** field.

To view the IGMP Snooping table:

Click the **IGMP Snooping Status** link on the **Applications** menu:

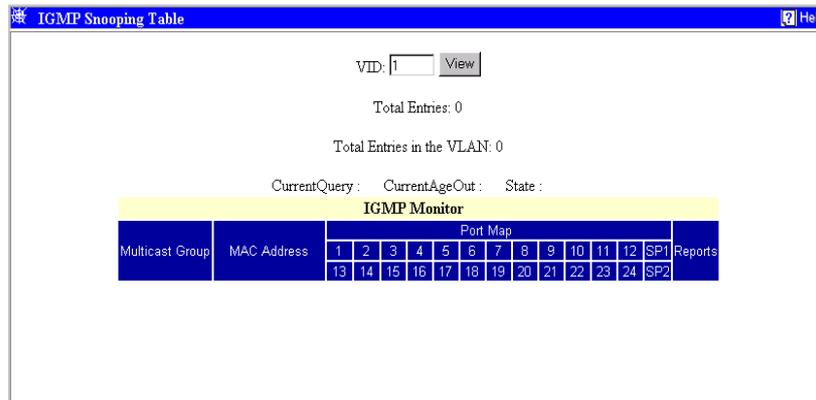


Figure 7-77. IGMP Snooping Table window

Switch History

This allows the Switch History Log to be viewed. The switch records all traps, in sequence, that identify events on the switch. The time since the last cold start of the switch is also recorded.

To view the switch history log:

Click the **Switch History** link on the **Applications** menu:



Figure 7-78. Switch History window

Layer 3 Network Monitoring

When the switch is in Layer 3 (IP Routing) mode, several items are added to the **Network Monitoring** menu.

The following items are added to the Network Monitoring menu when the switch is in Layer 3 (IP Routing) mode:

Address Table

- Browse IP Address Sequentially
- Routing Table
- ARP Table
- Default IP Table
- OSPF LSDB Table
- OSPF External LSDB Table

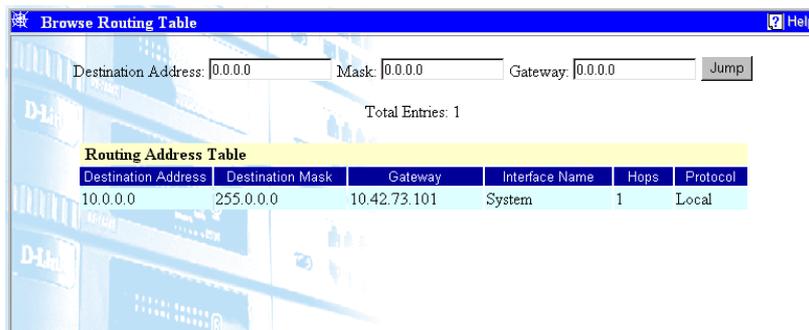
Applications

- IP Multicast Forwarding Table
- IGMP Group Table
- DVMRP Routing Table

Browse the Routing Table

To view the contents of the IP Routing table:

Click the **Routing Table** link on the **Address Table** on **Networking Monitor**:



The screenshot shows a web browser window titled "Browse Routing Table". At the top, there are input fields for "Destination Address: 0.0.0.0", "Mask: 0.0.0.0", and "Gateway: 0.0.0.0", followed by a "Jump" button. Below these fields, it says "Total Entries: 1". A table titled "Routing Address Table" is displayed with the following data:

Destination Address	Destination Mask	Gateway	Interface Name	Hops	Protocol
10.0.0.0	255.0.0.0	10.42.73.101	System	1	Local

Figure 7-79. Browse Routing Table

The following fields are displayed:

Parameter	Description
Destination Address	IP address of a learned or statically entered destination.
Mask	Displays the subnet mask corresponding to the above destination IP address.
Gateway	Displays the default or next hop gateway to reach the destination.
Jump	Click this button to go to a particular combination of destination IP address, subnet mask, and gateway address.
Interface Name	Displays the IP interface name the destination resides on.
Hops	Displays the number of hops (routers) between the switch and the destination.
Protocol	Displays the routing protocol in use by the link to the destination.

ARP Table

To view the ARP table:

Click the **ARP Table** link on the **Address Table** on **Networking Monitor**:

Start Interface Name: Start IP Address: 0.0.0.0

Total Entries: 4

Interface Name	Interface IP Address	IP Address	MAC Address	Type
System	10.42.73.254	10.0.0.0	ff:ff:ff:ff:ff:ff	Local/Broadcast
System	10.42.73.254	10.42.73.1	00:50:ba:14:c8:1e	Dynamic
System	10.42.73.254	10.42.73.254	00:33:26:00:08:00	Local
System	10.42.73.254	10.255.255.255	ff:ff:ff:ff:ff:ff	Local/Broadcast

Figure 7-80. ARP Table window

Default IP Address Table

To view the Default IP Address Table:

Click the **Default IP Address** link on the **Address Table** menu under **Networking Monitoring**:

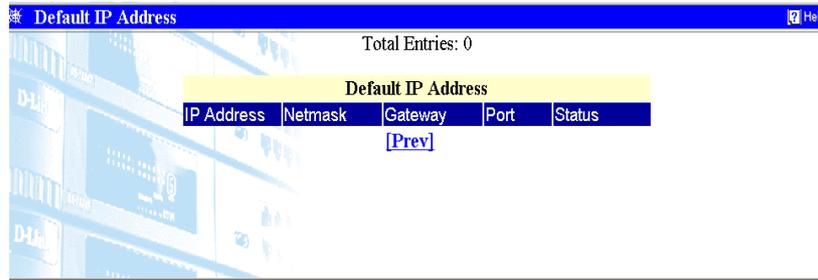


Figure 7-81. Default IP Address window

OSPF Link State Database Table

The switch maintains two OSPF Link State Databases (LSDB) – Internal and External. The Internal LSDB describes the Link State Advertisements (LSA) for OSPF Autonomous Systems (AS). The External LSDB describes the LSAs for those ASs not belonging to OSPF.

The internal OSPF Link State Database (LSDB) table can be viewed using the Web-based manager.

Area ID	LSDB Type	Adv. Router ID	Link State ID	Mask	Cost	Sequence
0.0.0.0	RTRLink	3.0.0.0	3.0.0.0	*	*	80000080
0.0.0.0	RTRLink	4.0.0.0	4.0.0.0	*	*	80000086
0.0.0.0	RTRLink	20.1.1.1	20.1.1.1	*	*	80000063
0.0.0.0	Summary	4.0.0.0	15.0.0.0	FF000000	1	80000005
0.0.0.0	Summary	20.1.1.1	15.0.0.0	FFFF0000	1	80000001
0.0.0.0	Summary	20.1.1.1	16.1.0.0	FFFF0000	1	80000001
0.0.0.0	Summary	4.0.0.0	103.0.0.0	FF000000	1	80000003
0.0.0.0	ASSummary	4.0.0.0	20.1.1.1	*	1	80000001
0.0.0.0	ASSummary	20.1.1.1	20.1.1.1	*	65535	80000001
45.0.0.0	RTRLink	3.0.0.0	3.0.0.0	*	*	80000004
45.0.0.0	Summary	3.0.0.0	15.0.0.0	FF000000	2	80000001
45.0.0.0	Summary	3.0.0.0	16.1.0.0	FFFF0000	3	80000001
45.0.0.0	Summary	3.0.0.0	34.1.0.0	FFFF0000	2	80000001

Figure 7-82. OSPF LSDB Table window

Figure 7-83. OSPF External LSDB Table window

The following fields can be set or are displayed:

Parameter	Description
Adv Router ID	Displays the Advertising Router's ID.
Link State ID	This field identifies the portion of the internet environment that is being described by the advertisement. The contents of this field depend on the advertisement's LS type. LS Type Link State ID
	1 The originating router's Router ID.
	2 The IP interface address of the network's Designated Router.
	3 The destination network's IP address.
	4 The Router ID of the described AS boundary router.
Mask	Displays the network mask in hexadecimal format. For example, 255.0.0.0 is displayed as FF000000.
Cost	Displays the routing metric associated with the link.
Sequence	Displays a sequence number corresponding to number of times the current link has been advertised as changed.

IP Multicast Forwarding Table

To view the IP multicast forwarding table:

Click the **IP Multicast Forwarding Table** link on the **Applications** menu under **Network Monitoring**:

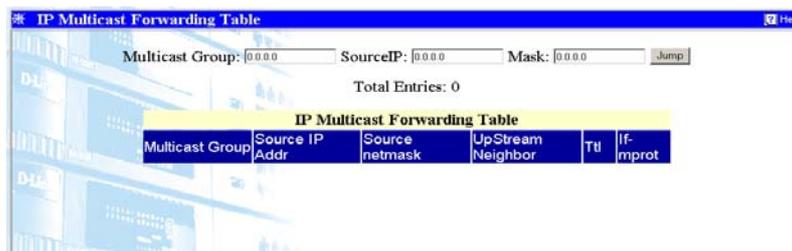


Figure 7-84. IP Multicast Forwarding Table window

IGMP Group Table

To view the IGMP Group table:

Click the **IGMP Group Table** link:



Figure 7-85. IGMP Group Table window

To display a particular multicast group, enter either the IP address in the **Interface Name** field, enter the multicast group IP address in the **Multicast Group** field, highlight GO, and press **Enter**.

DVMRP Routing Table

To view the DVMRP Routing table:

Click the **DVMRP Routing Table** link on the **Applications** menu under **Network Monitoring**:

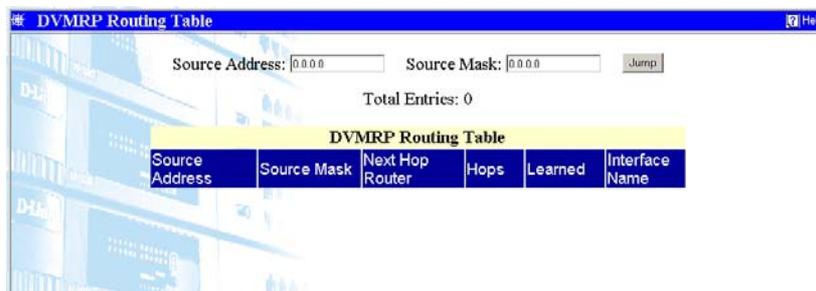


Figure 7-86. DVMRP Routing Table window

The **Source Address** and **Source Mask** fields allow the entry of an IP address and corresponding subnet mask to search the table for. Click **Jump** and the DVMRP Routing table will be searched for the IP address and subnet mask above.



TECHNICAL SPECIFICATIONS

General													
Standards:	IEEE 802.3 10BASE-T Ethernet IEEE 802.3u 100BASE-TX Fast Ethernet IEEE 802.3z 1000BASE-SX Gigabit Ethernet IEEE 802.1 P/Q VLAN IEEE 802.3x Full-duplex Flow Control ANSI/IEEE 802.3 Nway auto-negotiation												
Protocols:	CSMA/CD												
Data Transfer Rates:	<table border="0"> <tr> <td></td> <td>Half-duplex</td> <td>Full-duplex</td> </tr> <tr> <td>Ethernet</td> <td>10 Mbps</td> <td>20Mbps</td> </tr> <tr> <td>Fast Ethernet</td> <td>100Mbps</td> <td>200Mbps</td> </tr> <tr> <td>Gigabit Ethernet</td> <td>n/a</td> <td>2000Mbps</td> </tr> </table>		Half-duplex	Full-duplex	Ethernet	10 Mbps	20Mbps	Fast Ethernet	100Mbps	200Mbps	Gigabit Ethernet	n/a	2000Mbps
	Half-duplex	Full-duplex											
Ethernet	10 Mbps	20Mbps											
Fast Ethernet	100Mbps	200Mbps											
Gigabit Ethernet	n/a	2000Mbps											
Topology:	Star												

General	
Network Cables:	
10BASE-T:	2-pair UTP Cat. 3,4,5 (100 m) EIA/TIA- 568 100-ohm STP (100 m)
100BASE-TX:	2-pair UTP Cat. 5 (100 m) EIA/TIA-568 100-ohm STP (100 m)
Fiber Optic:	IEC 793-2:1992 Type A1a - 50/125um multimode Type A1b - 62.5/125um multimode Both types use MTRJ or SC optical connector
Number of Ports:	24 x 10/100 Mbps NWay ports 2 Gigabit Ethernet (optional)

Physical and Environmental	
AC inputs:	100 - 240 VAC, 50/60 Hz (internal universal power supply)
Power Consumption:	40 watts maximum
DC fans:	2 built-in 40 x 40 x10 mm fan
Operating Temperature:	0 to 50 degrees Celsius
Storage Temperature:	-25 to 55 degrees Celsius
Humidity:	Operating: 5% to 95% RH non-condensing; Storage: 0% to 95% RH non-condensing
Dimensions:	441 mm x 207 mm x 44 mm (1U), 19 inch rack-mount width
Weight:	2 kg
EMI:	FCC Class A, CE Class A, VCCI Class A, BSMI Class A, C-Tick Class A FCC Part 15/IECES-003 (Canada), VCCI Class A ITE, EN55022/EN50082-1 or EN%24, C-Tick (AS/NZS3548, BSMI (CNS 13438)
Safety:	UL, CSA, CE Mark, TUV/GS UL 1950 & CSA22.2 No 950, IEC 950 (CB), TUV (EN60950)

Performance	
Transmission Method:	Store-and-forward
RAM Buffer:	16 MB per device
Filtering Address Table:	8K MAC address per device
Packet Filtering/ Forwarding Rate:	Full-wire speed for all connections. 148,800 pps per port (for 100Mbps) 1,488,000 pps per port (for 1000Mbps)
MAC Address Learning:	Automatic update.
Forwarding Table Age Time:	Max age:10-9999 seconds. Default = 300.

B

SAMPLE CONFIGURATION FILE

This Appendix provides a sample configuration file that can be used with the Update Firmware and Configuration Files screen in the console program.

The configuration file is a simple text file that you create. It has two functions: to point to the location of a file on a TFTP server, and to set the IP address, subnet mask and default gateway for the switch. The file being uploaded can be either new Runtime switching software, or a switch settings file which was previously saved on the TFTP server using the *Save settings to TFTP Server* option in the *System Utilities* menu. The IP address settings defined in the configuration file will override all other IP settings, even those defined in the settings file being uploaded. This enables the settings from one switch to be uploaded to another switch without their IP settings being the same (and thus coming into conflict).

Commands:

- ◆ `Code_type` – this command tells the switch the type of file you wish to upload to the switch. Possible `Code_types` are PROM, RUNTIME, or CONFIG. This should always be the first setting.
 - PROM – PROM update file.
 - RUNTIME – Switching software update file.
 - CONFIG – Image file of switch settings created by the settings backup procedure.
- ◆ `Image_file` – this command tells the switch the complete path and filename for the file to be loaded into the switch. For example, “e:\3326\3326prom.tfp”. Make sure double-quotes are used as in the example file below.
- ◆ `Ip_addr` – this is the IP address that will be assigned to the switch. This command is included for downloading a configuration settings file to another switch. The IP address defined in this file will override the IP address in the configuration settings file, thus the switch you are downloading to can have a different IP address than the one that created the configuration settings file. An example IP address is 10.12.19.102.
- ◆ `Subnet_mask` – this is the subnet mask that will be assigned to the switch. An example subnet mask is 255.128.0.0.
- ◆ `Default_gateway` – this is the default gateway IP that will be assigned to the switch. An example default Gateway IP is 10.254.254.253.
- ◆ `#` – Remark. When placed as the first character on a line, the entire line will be ignored by the switch. This allows items to be labeled, or unused commands to remain in the file so that the syntax will not be forgotten.

Notes about the Configuration File:

This configuration file can only contain 4 settings: `Code_type`, `Ip_addr`, `Subnet_mask` and `Default_gateway`.

Each command can only appear once in the configuration file.

If both the Firmware Update and Use Configuration file options are enabled, the Firmware Update command will take precedence and only the firmware file will be uploaded to the switch.

The Config image file, which contains all configuration settings and was created by the switch is prefixed with the version number of the runtime software to help with file management.

Sample Config File

```
Code_type=PROM
Image_file="e:\3326\3326prom.tfp"
```

```
# specify IP address
Ip_addr = 10.12.19.102
```

```
# specify subnet mask
Subnet_mask = 255.0.0.0
```

```
# specify default gateway
Default_gateway = 10.1.1.254
```



RUNTIME SWITCHING SOFTWARE DEFAULT SETTINGS

Load Mode	Ethernet
Switch Operation Mode	Layer 2
Configuration update	Disable
Firmware update	Disable
Configuration file name	None
Firmware file name	None
Out-of-band baud rate	9600
RS232 mode	Console
IP address	10.90.90.90
Subnet mask	255.0.0.0
Default Gateway	0.0.0.0
BootP service	Disable
TFTP server IP address	0.0.0.0
IGMP Snooping	Disable
Console time out	10 min
User name	None
Password	None
Device STP	Enable
Port STP	Enable
Port enable	Enable
Bridge max age	20 secs
Bridge hello time	2 sec
Bridge forward delay	15 sec
Bridge priority	32768
Port STP cost	19 (Gigabit=4)
Port STP priority	128
Forwarding table aging time	300 secs
Nway	Enable
Flow control	Disable
Broadcast storm rising threshold	128Kpps
Community string	"public", "private"
VLAN mode	IEEE 802.1Q
SNMP VLAN(802.1Q)	1
Default port VID	1
Ingress rule checking	Disable
Mirror	disable

D

UNDERSTANDING AND TROUBLESHOOTING THE SPANNING TREE PROTOCOL

When the spanning-tree algorithm determines a port should be transitioned to the forwarding state, the following occurs:

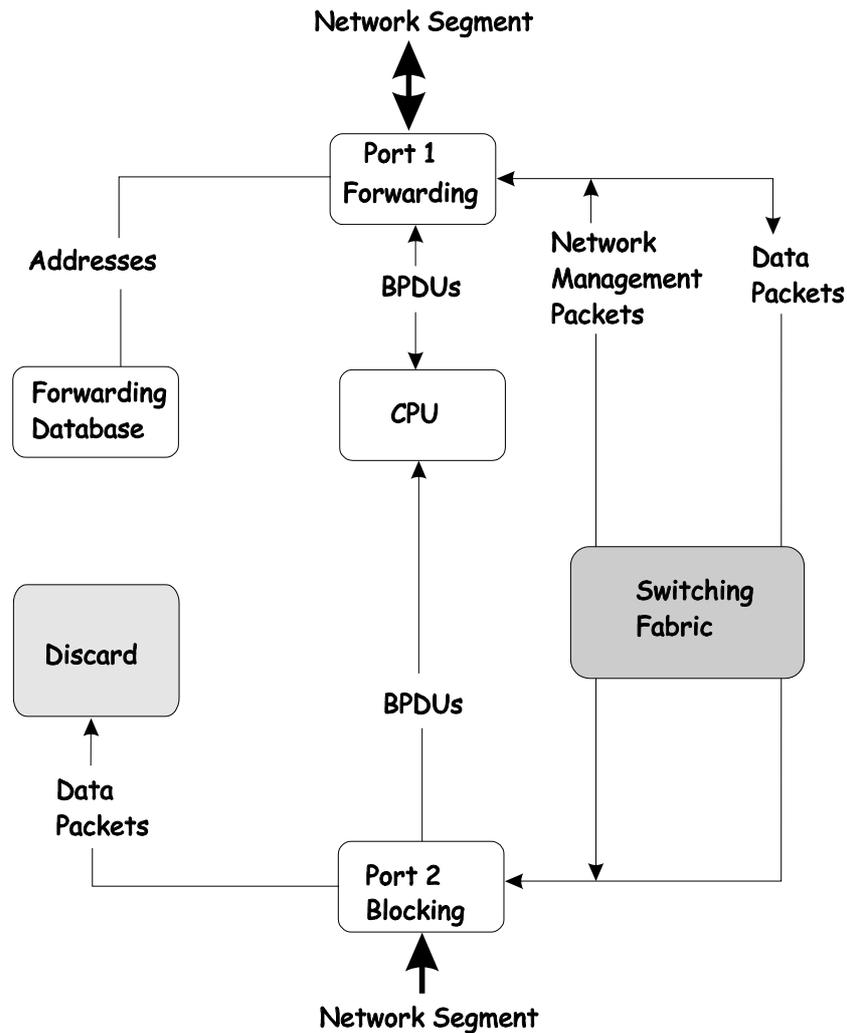
- The port is put into the listening state where it receives BPDUs and passes them to the switch's CPU. BPDU packets from the CPU are processed. If no BPDUs that suggest the port should go to the blocking state are received:
- The port waits for the expiration of the forward delay timer. It then moves to the learning state.
- In the learning state, the port learns station location information from the source address of packets and adds this information to its forwarding database.
- The expiration of forwarding delay timer moves the port to the forwarding state, where both learning and forwarding are enabled. At this point, packets are forwarded by the port.

Blocking State

A port in the blocking state does not forward packets. When the switch is booted, a BPDU is sent to each port in the switch putting these ports into the blocking state. A switch initially assumes it is the root, and then begins the exchange of BPDUs with other switches. This will determine which switch in the network is the best choice for the root switch. If there is only one switch on the network, no BPDU exchange occurs, the forward delay timer expires, and the ports move to the listening state. All STP enabled ports enter the blocking state following switch boot.

A port in the blocking state does the following:

- Discards packets received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Does not add addresses to its forwarding database
- Receives BPDUs and directs them to the CPU.
- Does not transmit BPDUs received from the CPU.
- Receives and responds to network management messages.



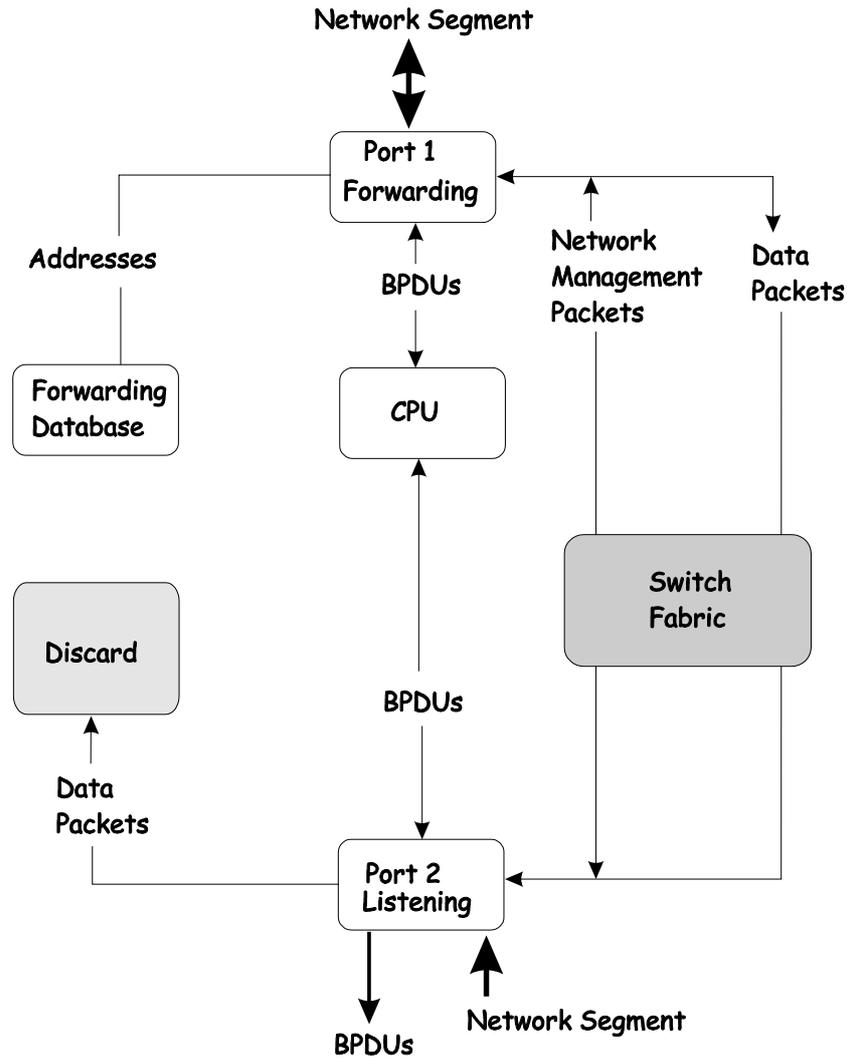
Listening State

The listening state is the first transition for a port from the blocking state. Listening is an opportunity for the switch to receive BPDUs that may tell the switch that the port should not continue to transition to the forwarding state, but should return to the blocking state (that is, a different port is a better choice).

There is no address learning or packet forwarding from a port in the listening state.

A port in the listening state does the following:

- Discards frames received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Does not add addresses to its forwarding database
- Receives BPDUs and directs them to the CPU.
- Processes BPDUs received from the CPU.
- Receives and responds to network management messages.

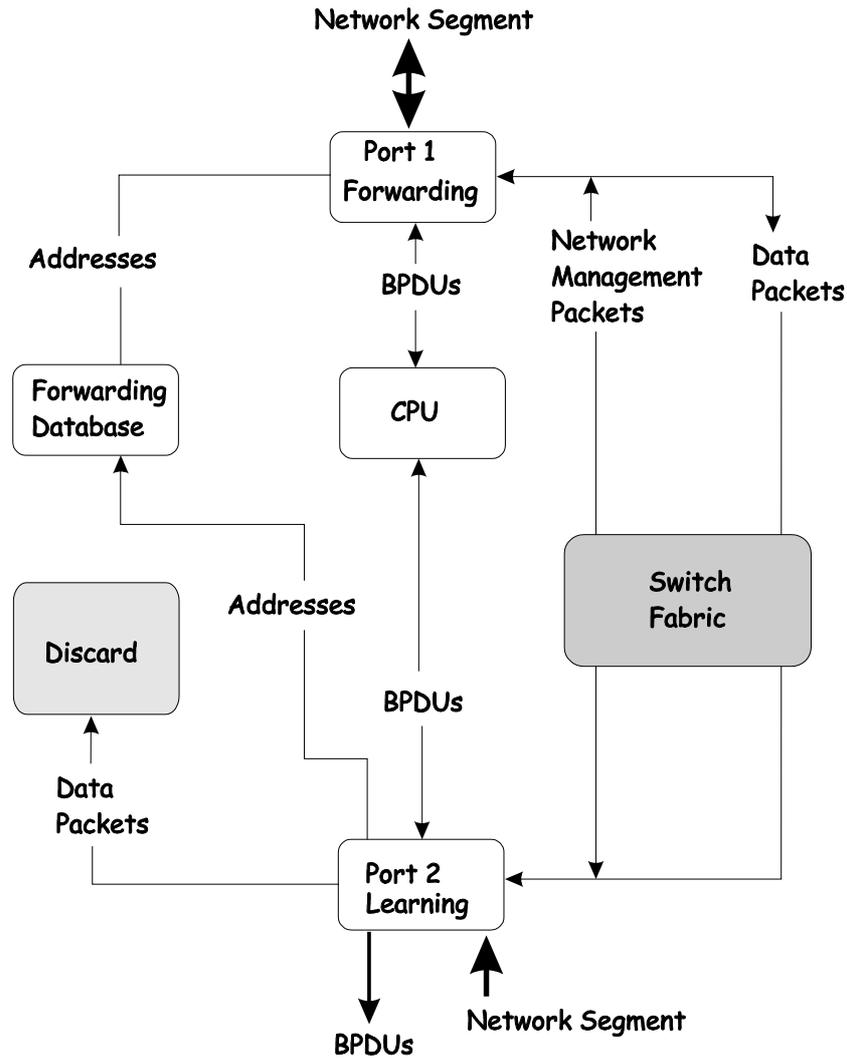


Learning State

A port in the learning state prepares to participate in frame forwarding. The port enters the learning state from the listening state.

A port in the learning state does the following:

- Discards frames received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Adds addresses to its forwarding database.
- Receives BPDUs and directs them to the CPU.
- Processes and transmits BPDUs received from the CPU.
- Receives and responds to network management messages.

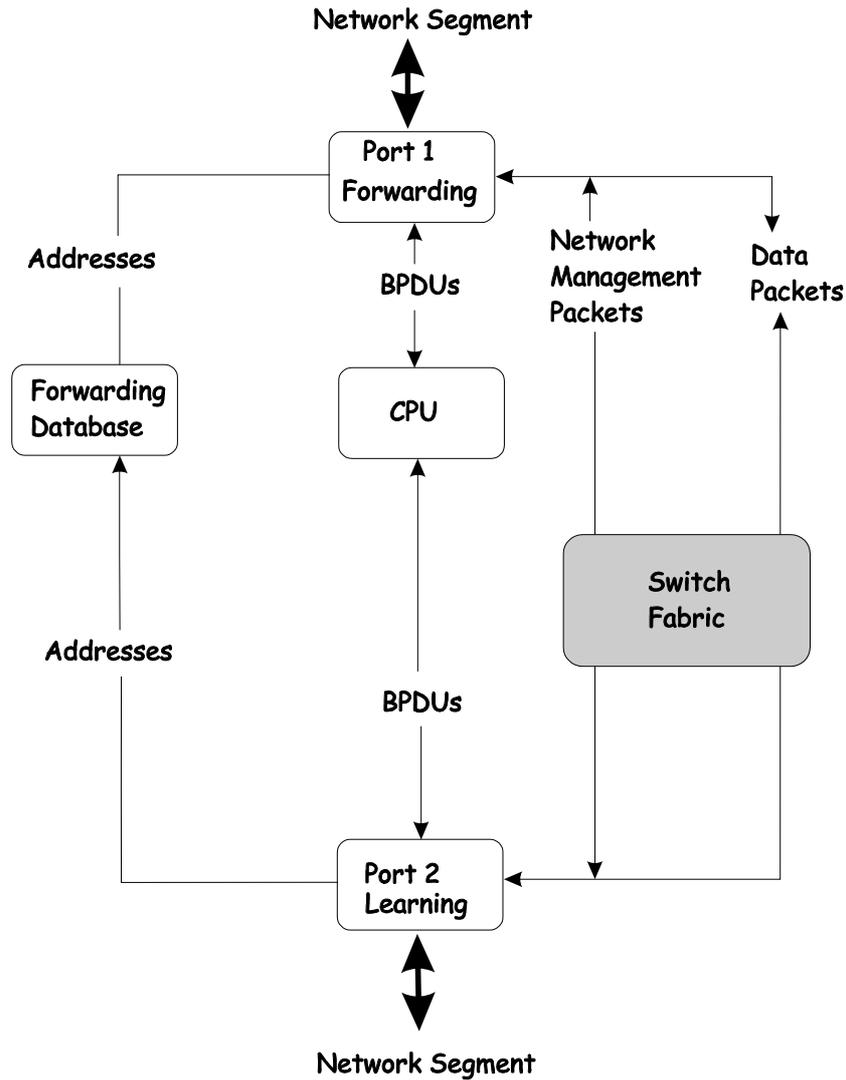


Forwarding State

A port in the forwarding state forwards packets. The port enters the forwarding state from the learning state when the forward delay timer expires.

A port in the forwarding state does the following:

- Forwards packets received from the network segment to which it is attached.
- Forwards packets sent from another port on the switch for forwarding.
- Incorporates station location information into its address database.
- Receives BPDUs and directs them to the system CPU.
- Receives and responds to network management messages.

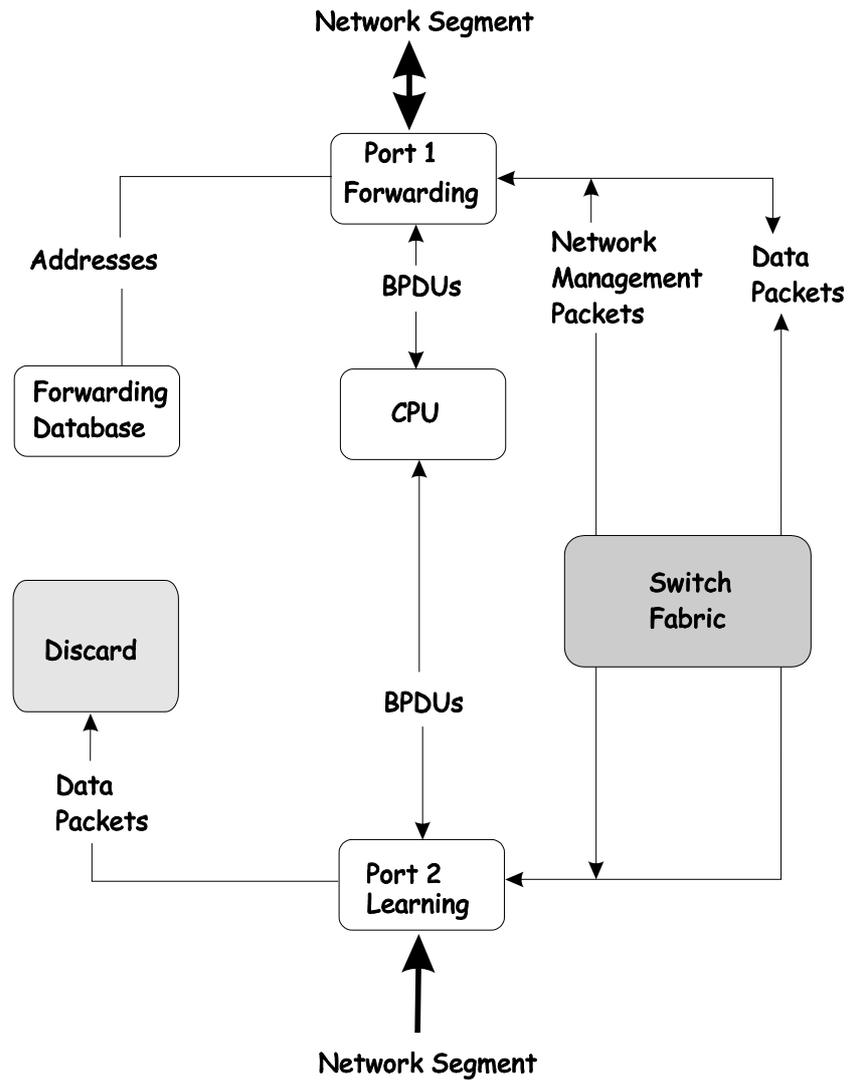


Disabled State

A port in the disabled state does not participate in frame forwarding or STP. A port in the disabled state is virtually non-operational.

A disabled port does the following:

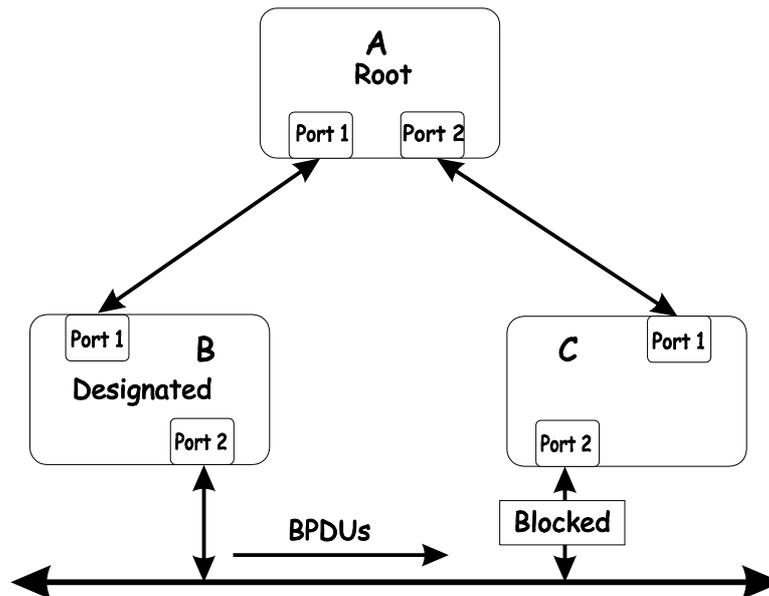
- Discards packets received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Does not add addresses to its forwarding database.
- Receives BPDUs, but does not direct them to the system CPU.
- Does not receive BPDUs for transmission from the system CPU.
- Receives and responds to network management messages.



Troubleshooting STP

Spanning Tree Protocol Failure

A failure in the STA generally leads to a bridging loop. A bridging loop in an STP environment comes from a port that should be in the blocking state, but is forwarding packets.



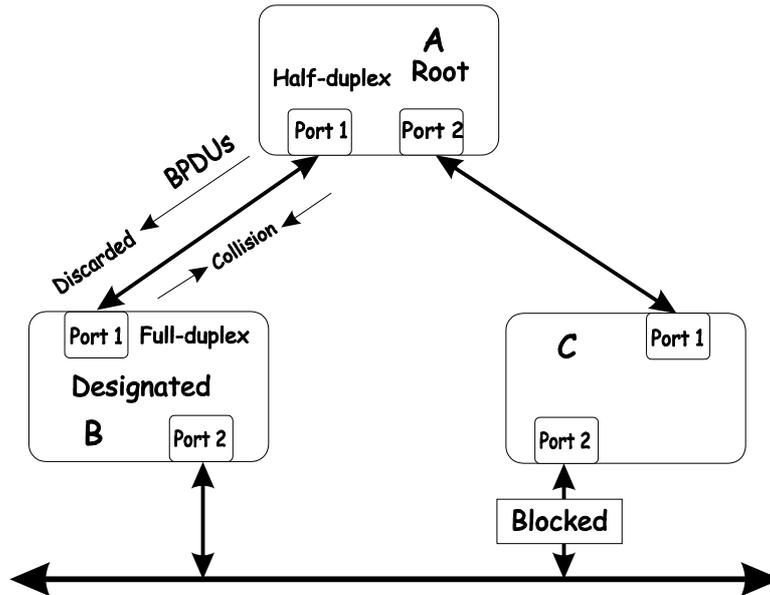
In this example, B has been elected as the designated bridge and port 2 on C is in the blocking state. The election of B as the designated bridge is determined by the exchange of BPDUs between B and C. B had a better BPDU than C. B continues sending BPDUs advertising its superiority over the other bridges on this LAN. Should C fail to receive these BPDUs for longer than the MAX AGE (default of 20 seconds), it could start to transition its port 2 from the blocking state to the forwarding state.

It should be noted: A port must continue to receive BPDUs advertising superior paths to remain in the blocking state.

There are a number of circumstances in which the STA can fail – mostly related to the loss of a large number of BPDUs. These situations will cause a port in the blocking state to transition to the forwarding state.

Full/Half Duplex Mismatch

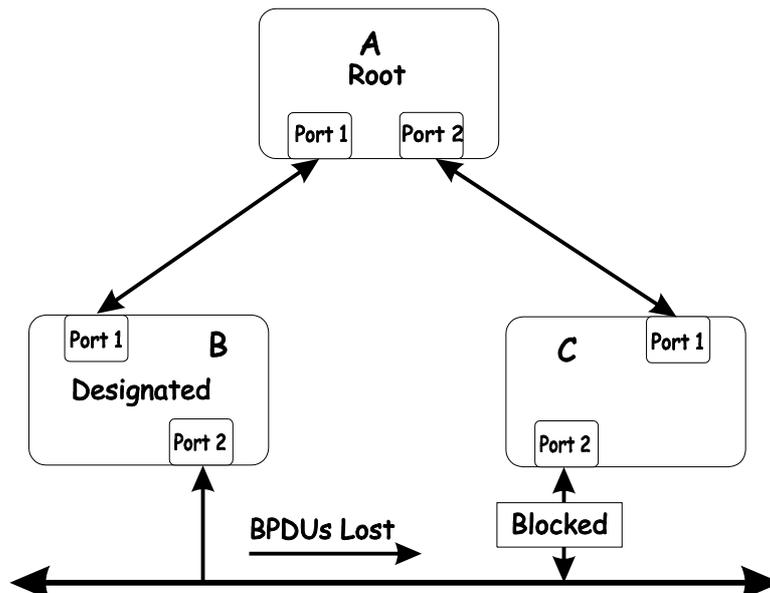
A mismatch in the duplex state of two ports is a very common configuration error for a point-to-point link. If one port is configured as a full duplex, and the other port is left in auto-negotiation mode, the second port will end up in half-duplex because ports configured as half- or full-duplex do not negotiate.



In the above example, port 1 on B is configured as a full-duplex port and port 1 on A is either configured as a half-duplex port, or left in auto-negotiation mode. Because port 1 on B is configured as a full-duplex port, it does not do the carrier sense when accessing the link. B will then start sending packets even if A is using the link. A will then detect collisions and begin to run the flow control algorithm. If there is enough traffic between B and A, all packets (including BPDUs) will be dropped. If the BPDUs sent from A to B are dropped for longer than the MAX AGE, B will lose its connection to the root (A) and will unblock its connection to C. This will lead to a data loop.

Unidirectional Link

Unidirectional links can be caused by an undetected failure in one side of a fiber cable, or a problem with a ports transceiver. Any failure that allows a link to remain up while providing one-way communication is very dangerous for STP.



In this example, port 2 on B can receive but not transmit packets. Port 2 on C should be in the blocking state, but since it can no longer receive BPDUs from port 2 on B, it will transition to the forwarding

state. If the failure exists at boot, STP will not converge and rebooting the bridges will have no effect. (Note: Rebooting would help temporarily in the previous example).

This type of failure is difficult to detect because the Link-state LEDs for Ethernet links rely on the transmit side of the cable to detect a link. If a unidirectional failure on a link is suspected, it is usually required to go to the console or other management software and look at the packets received and transmitted for the port. A unidirectional port will have many packets transmitted but none received, or vice versa, for example.

Packet Corruption

Packet corruption can lead to the same type of failure. If a link is experiencing a high rate of physical errors, a large number of consecutive BPDUs can be dropped and a port in the blocking state would transition to the forwarding state. The blocking port would have to have the BPDUs dropped for 50 seconds (at the default settings) and a single BPDU would reset the timer. If the MAX AGE is set too low, this time is reduced.

Resource Errors

The DES-3326 Layer 3 switch performs its switching and routing functions primarily in hardware, using specialized ASICs. STP is implemented in software and is thus reliant upon the speed of the CPU and other factors to converge. If the CPU is over-utilized, it is possible that BPDUs may not be sent in a timely fashion. STP is generally not very CPU intensive and is given priority over other processes, so this type of error is rare.

It can be seen that very low values for the MAX AGE and the FORWARD DELAY can result in an unstable spanning tree. The loss of BPDUs can lead to data loops. The diameter of the network can also cause problems. The default values for STP give a maximum network diameter of about seven. This means that two switches in the network cannot be more than seven hops apart. Part of this diameter restriction is the BPDU age field. As BPDUs are propagated from the root bridge to the leaves of the spanning tree, each bridge increments the age field. When this field is beyond the maximum age, the packet is discarded. For large diameter networks, STP convergence can be very slow.

Identifying a Data Loop

Broadcast storms have a very similar effect on the network to data loops, but broadcast storm controls in modern switches have (along with subnetting and other network practices) have been very effective in controlling broadcast storms. The best way to determine if a data loop exists is to capture traffic on a saturated link and check if similar packets are seen multiple times.

Generally, if all the users of a given domain are having trouble connecting to the network at the same time, a data loop can be suspected. The port utilization data in the switch's console will give unusually high values in this case.

The priority for most cases is to restore connectivity as soon as possible. The simplest remedy is to manually disable all of the ports that provide redundant links. Disabling ports one at a time, and then checking for a restoration of the user's connectivity will identify the link that is causing the problem, if time allows. Connectivity will be restored immediately after disabling a data loop.

Avoiding Trouble

Know where the root is located.

Although the STP can elect a root bridge, a well-designed network will have an identifiable root for each VLAN. Careful setup of the STP parameters will lead to the selection of this best switch as the root for each VLAN. Redundant links can then be built into the network. STP is well suited to maintaining connectivity in the event of a device failure or removal, but is poorly suited to designing networks.

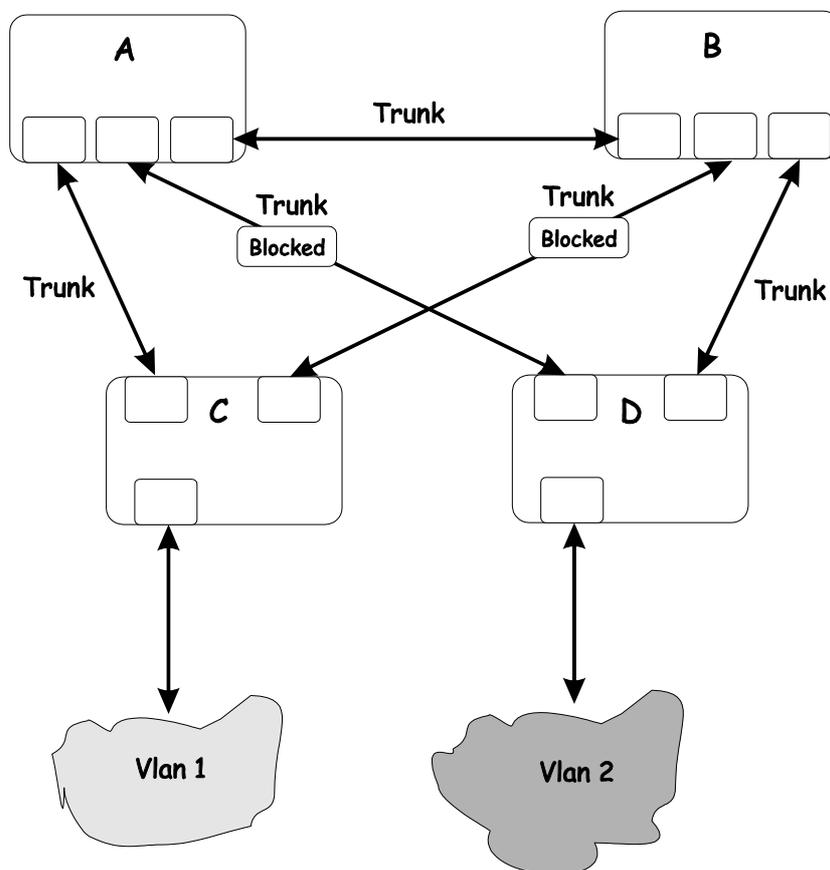
Know which links are redundant.

Organize the redundant links and tune the port cost parameter of STP to force those ports to be in the blocking state.

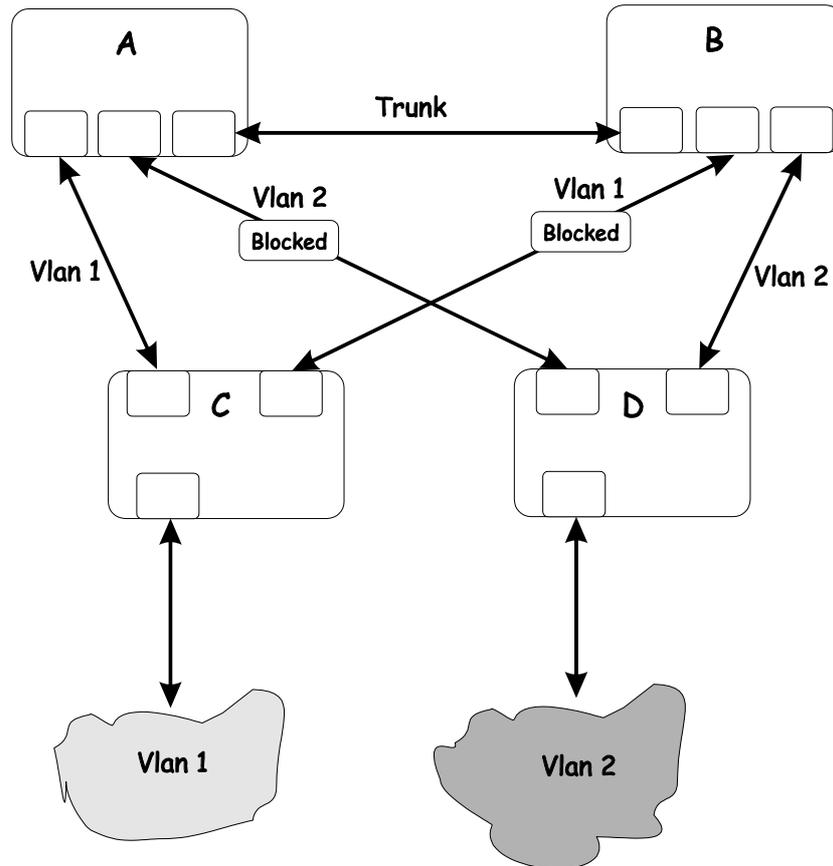
For each VLAN, know which ports should be blocking in a stable network. A network diagram that shows each physical loop in the network and which ports break which loops is extremely helpful.

Minimize the number of ports in the blocking state.

A single blocking port transitioning to the forwarding state at an inappropriate time can cause a large part of a network to fail. Limiting the number of blocked ports help to limit the risk of an inappropriate transition.



This is a common network design. The switches C and D have redundant links to the backbone switches A and B using trunks. Trunks, by default, carry all the VLAN traffic from VLAN 1 and VLAN 2. So switch C is not only receiving traffic for VLAN 1, but it is also receiving unnecessary broadcast and multicast traffic for VLAN 2. It is also blocking one port for VLAN 2. Thus, there are three redundant paths between switches A and B and two blocked ports per VLAN. This increases the chance of a data loop.



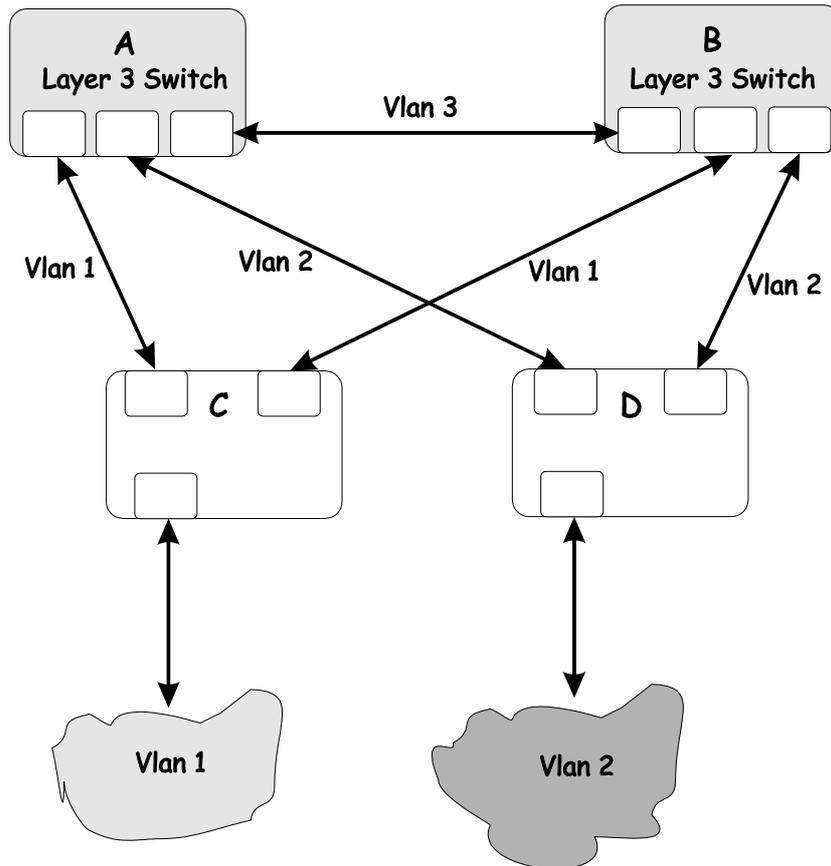
In this example, the VLAN definitions are extended to switches A and B. This gives only a single blocked port per VLAN and allows the removal of all redundant links by removing switch A or B from the network.

Impact of Layer 3 Switching.

The IP routing operational mode of the DES-3326 Layer 3 switch can accomplish the following:

- Building a forwarding table, and exchanging information with its peers using routing protocols.
- Receiving packets and forwarding them to the correct interface based upon their destination address

With layer 3 switching, there is no performance penalty to introducing a routing hop and creating an additional segment of the network.



Using layer 3 switches and IP routing eliminates the need for STP port blocking because the packets are routed by destination addresses. The link redundancy remains, and relying on the routing protocols gives a faster convergence than with STP.

The drawback is that the introduction of layer 3 switching usually requires a new addressing scheme.

BRIEF REVIEW OF BITWISE LOGICAL OPERATIONS

AND

The logical AND operation compares 2 bits and if they are both "1", then the result is "1", otherwise, the result is "0".

	0	1
0	0	0
1	0	1

OR

The logical OR operation compares 2 bits and if either or both bits are "1", then the result is "1", otherwise, the result is "0".

	0	1
0	0	1
1	1	1

XOR

The logical XOR (exclusive OR) operation compares 2 bits and if exactly one of them is a "1", then the result is "1", otherwise the result is "0".

	0	1
0	0	1
1	1	0

NOT

The logical NOT operation simply changes the value of a single bit. If it is a "1", the result is "0", if it is a "0", the result is "1". This operation is carried out on a single bit.

0	1
1	0

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INFO: 1-800-326-1688 URL: www.dlink.com
E-MAIL: tech@dlink.com & support@dlink.com

Registration Card

Print, type or use block letters.

Your name: Mr./Ms _____
 Organization: _____ Dept. _____
 Your title at organization: _____
 Telephone: _____ Fax: _____
 Organization's full address: _____

 Country: _____
 Date of purchase (Month/Day/Year): _____

Product Model	Product Serial No.	* Product installed in type of computer (e.g., Compaq 486)	* Product installed in computer serial No.

(* Applies to adapters only)

Product was purchased from:

Reseller's name: _____
 Telephone: _____ Fax: _____
 Reseller's full address: _____

Answers to the following questions help us to support your product:

1. Where and how will the product primarily be used?

Home Office Travel Company Business Home Business Personal Use

2. How many employees work at installation site?

1 employee 2-9 10-49 50-99 100-499 500-999 1000 or more

3. What network protocol(s) does your organization use ?

XNS/IPX TCP/IP DECnet Others _____

4. What network operating system(s) does your organization use ?

D-Link LANsmart Novell NetWare NetWare Lite SCO Unix/Xenix PC NFS 3Com 3+Open
Banyan Vines DECnet Pathwork Windows NT Windows NTAS Windows '95
Others _____

5. What network management program does your organization use ?

D-View HP OpenView/Windows HP OpenView/Unix SunNet Manager Novell NMS
NetView 6000 Others _____

6. What network medium/media does your organization use ?

Fiber-optics Thick coax Ethernet Thin coax Ethernet 10BASE-T UTP/STP
100BASE-TX 100BASE-T4 100VGAnyLAN Others _____

7. What applications are used on your network?

Desktop publishing Spreadsheet Word processing CAD/CAM
Database management Accounting Others _____

8. What category best describes your company?

Aerospace Engineering Education Finance Hospital Legal Insurance/Real Estate Manufacturing
Retail/Chainstore/Wholesale Government Transportation/Utilities/Communication VAR
System house/company Other _____

9. Would you recommend your D-Link product to a friend?

Yes No Don't know yet

10. Your comments on this product?

PLEASE
PLACE STAMP
HERE

TO: _____

D-Link®